User’s manual

MoviejayVX v.2.0

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Overview

A powerful and flexible software able to self-manage your TV station: from live assist to full automation once you have programmed playlists and commercials. All your video clips digitally stored on hard disks with MPEG2 quality, without tapes or cassettes, or DVD players skipping because of scratched disks. And, no controller or dedicated machine, no custom hardware components, just a software solution as easy to use as your PC, with an excellent price/quality ratio!

Moviejay runs on the widely known Windows XP operating system and uses the familiar operating environment of a standard PC: a simple and user-friendly interface perfectly suitable also for non-trained staff.

Tested and constantly improved in cooperation with real-life broadcasters, Moviejay is the perfect solution for the new millenium broadcasting, where computers become the heart of a TV station: clips, programmes, commercials, pre-recorded shows, grabbed from DVDs or recorded from an external source, all compressed up tenths of the original size thanks to the Mpeg video formats and digitally stored on Hard Disks.

Moviejay Main features:

- Live assist or long-term unmanned full-automation.
- Powerful preview window with shuttle search knob: allows easy setting of fade markers into any clip track with 1/10sec precision.
- May work on a LAN as well as on a single PC. No need to install video servers and separate storage servers: save money on the hardware without missing the possibility of future upgrades.
- Works with professional hardware MPEG2 playout cards for maximum quality and reliability.
- Carefully engineered on building blocks, so you may purchase just the needed channels and features and save money on your initial purchase.
- Integrated clip palette: instant fire an unlimited number of clips and video overlays
- Unlimited playlists scheduling, featuring auto firing by day and time and forced event support.
- Powerful commercial breaks management: automatically scheduling of commercials according to their start/end date with rotation features.
- Scheduling of video overlays for any event in the playlist.

A base module for on air operation, and a separate module for initial setup, scheduling and database management may work together on a LAN to allow creating a much complex setup. Managing more than one TV station with a single Moviejay based system, or simply scheduling commercial breaks or transfer clips from the production studio to the on air server is simple and fast as a few mouse clicks!

To be continued with more exciting features… stay tuned!!!

Quickstart

Here is a short summary of basic operations for speeding up Moviejay initial setup. For further details we strongly suggest you to carefully read the user's manual!

If you wish to use MoviejayVX in a networked environment, the Windows network should already have been correctly setup and running, and the hard disks on the on air PC (the boot one and those with video clips) should be shared for network read/write. Finally, you'll need to install and setup MoviejayVX on each of the setup workstation but with a slightly different setup procedure which will be described in more detail later.

Installing your customized USB dongle: Before you insert the USB dongle, run the SmartKeyDriversInstaller.exe found in the "\drivers\smartkey3" folder into the setup CD. Then, insert the USB dongle in one of the available USB ports. The dongle is automatically recognized and installed.

mySQL Server 5.1 setup:
Start mySQL server setup procedure, then follow these steps:
- When you are asked for setup type, select "custom"
- Check the "configure mySQL server now" when asked for
- In the "mySQL server configuration" window, select the "Standard Configuration" option
- Check "Run as Windows service" and "Include BIN directory in Windows Path"
- Insert winjay as the root password
- Check "enable root access from remote machines"
- Proceed until the end of the setup procedure
- Import the sample database into mySQL database server

If you need to access mySql database server from other workstations in the LAN, you should create a new exception into the Windows firewall, configured to open the port 3306.

MoviejayVX setup (on air workstation)
1. Insert the installation CD in your CD-ROM drive.
2. Double click on the setup.exe file in the "moviejayVX" folder to start setup.
3. Follow the on-screen guided instructions which will guide you for the rest of the setup process.
4. Copy the wjlogo.bmp file from the main folder of your installation CD to MoviejayVX installation folder (usually c:\program files\moviejayVX if you choose the default one). This file is your station logo which is needed for software customization.
5. To access main setup options, from the Windows Start menu, click on MoviejayVX -> Moviejay Setup, then click the Setup button and proceed to configure playout card and other settings.
6. Confirm changes, click the Exit button to terminate MoviejayVX Setup, then click "Start", "MoviejayVX", "MoviejayVX on-air" to start the on-air module, which should now run without major problems.

MoviejayVX setup (networked production workstations)
Follow items 1-4 for the on-air PC setup, then:

1. Start MoviejayVX database utilities module: from Windows' start menu, click "Start", "Programs", "MoviejayVX", "MoviejayVX database utility".
   Now we must set the central database path for every networked workstation: click the "Change DB path", click Next and select Channel 1, click next, type the hostname of the server where mySQL server is running, type the database name then press the "confirm" button to post changes, and close the application.

Once you're done with setup and initial testing, we strongly suggest you to fine tune your system setup for best performance:

- Disable screen savers and power saving modes: from the Windows desktop, click the mouse right button, select "properties", click on "screen saver" tab, and from the drop-down menu select "none". In the "Screen power saving setup" section, click on "setting" and from the drop down menus "turn down monitor" and "disable hard disks" select "Never".
- Add MoviejayVX on air module to Windows autostart group, so the software will automatically restart after a power failure.
- In your PC BIOS setup screen, set the "AC Power Loss Restart" (o similar) feature such as your PC turns on again automatically after a power failure.

Chapter 1: the user interface

Graphic layout of MoviejayVX is based on “**skins”** and undockable windows.

Skins are packages of graphics components which are used to customize software appearance, from dialog windows to buttons, menus, labels, etc. Thanks to skins, the user interface can be made good looking according to your own taste. MoviejayVX includes a folder with several “skins”: click on this button and browse your skin folder to select your favourite one. Some examples of skins:

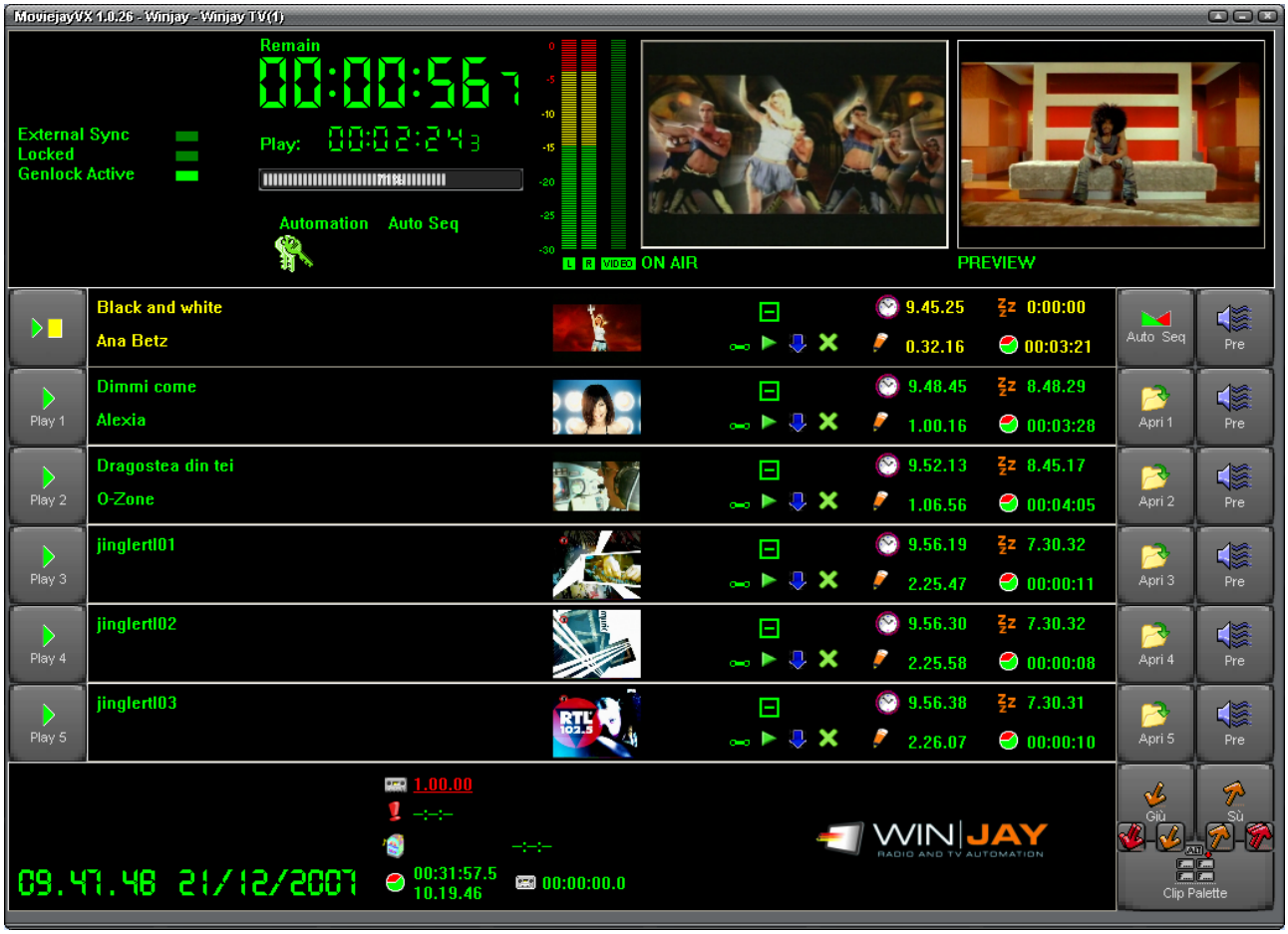
The MoviejayVX interface, based on undockable windows, allows to optimize the graphic layout and better organize the desktop, because various windows can be kept always opened and always available on the side of the main on-air windows, or moved to the second monitor. An “undock” button is available on almost all the selection windows; this way, it is possible to load a clip into the play queue with a simple drag and drop (drag the clip from the selection window to the desired position into the on-air queue). Here is a screenshot of the on-air module with clips’ and programmes’ selection windows opened and undocked on the right:

Once undocked, windows can be freely moved on Windows desktop, on the main or secondary monitor. Windows also offer a magnetic hook feature: when you approach a window to borders of Windows’ desktop or to another window, secondary windows are hooked-up like if attracted by a magnet. This feature eases precise placamento of windows.

On each window, a roll-up button allows to minimize the window to its header, like in the following example:

Click on the same button to maximize the window again. The roll-up feature, together with other features already described turns very useful to optimize MoviejayVX layout depending on operating requirements.

Chapter 2: the “on air” window



This is MoviejayVX main window: from here you recall clips, commercials and playlists, read every detail about the current playlist, track on the air, and next tracks in the play queue. That’s why it is shown on program startup and for the most part of program execution. From top to bottom we find:

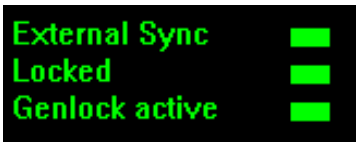
- An upper display, which shows elapsed and intro or remain time for the clip currently on the air track, various operating mode switches.
- A group of 5 boxes, each one corresponding to an the item in the play queue, with its own Play, Select and preview buttons.
- A bottom display, which shows start time of next commercial break and next playlist, total length of the play queue, current date and time, name of currently loaded playlist and, last but not least, your station logo.

Detailed description

- **Commercial break indication (upper display)**

If the radio-style commercial break mode is selected (commercial breaks are inserted into the play queue on the fly according to the scheduled time), then as soon as it's time to load a commercial break in the play queue, in the left area of the upper display a blinking "SPOT" label is shown to let you know that there's a commercial break waiting. The break is automatically loaded in the play queue after the user-customizable has elapsed, but you can eventually stop the auto-loading feature pressing the "Stop" button (for example, if you want to play other items before the break), or you can instantly load the break pressing the "Go" button, which of course turns also useful if you have previously stopped the auto-loading feature ("Stop" button). Once the commercial break has been loaded in the queue, if Moviejay is playing a track and is in "Auto Seq" mode, the commercial break will be automatically started as soon as the current track is over. Otherwise, just press the "Play 1" button or hit the space bar when you're ready.

- **Genlock status**



If a Stradis card is used for playout, these LEDs show in real time the gunlock status:

- External Sync: if lit, it means that a valid video signal from an external source or sync generator is available on the Stradis card's genlock input.
- Locked: if lit, it means that the genlock circuitry has locked the Stradis card's output with the input sync.
- Genlock active: if lit, it means that the genlock feature has been enabled from MoviejayVX settings.

- **Auto Seq indication (upper display)**

Shows the tracks' sequencing mode which can be changed with the Auto Seq button or automatically when you start playing a video clip. For further details, please see below the section about the Auto Seq button.

- **Automation indication (upper display)**

Shows the on air mode (i.e. how the tracks are loaded in the play queue), which is automaticaly changed when a playlist is loaded or unloaded. In "live" mode you must manually load tracks in the play queue, while in automation mode (i.e. when a playlist has been loaded) tracks are added automatically without the need of an operator, for a fully unmanned operation.

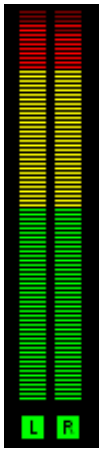
- **Security lock**

If you click on the green icon, keys turn to red to indicate that the security lock is enabled. When the lock is on, Play and Stop buttons, and the same features fired from the space bar and Return key have no effect. Also, it is not possible to close the software. To disable the lock, just click on the same icon again.

- **Time display (upper display)**

Shows remaining time to the end of the clip currently on the air. The display takes into account the user-set Fade-Out marker for the current clip (if any), otherwise, the countdown is done on the total track length. On the bottom is shown the track's elapsed time from beginning of the clip. The bar shows in percentage the section of the clip already played. If you click on the bar, it turns into showing the remain time until the end of the clip.

- **Audio VU-meters (on-air and preview)**



The VU-meter shows in real-time the audio output level. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs. The VU-meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves. The left and right bars show the left and right channel levels respectively (if the clip has been recorded in stereo mode, of course!).

- **Motion detector meter**

MoviejayVX on-air module includes a video capture feature which turns useful to show the on-air video output and at the same time detect the related image motion, for example to detect a satellite feed which goes down because of a rainstorm. In this case, MoviejayVX is able to automatically fire and emergency playlist to fill the on-air schedule. The motion detector meter shows in real time the motion value of the incoming video feed. A low value means an image with low or no motion at all (a no-signal blue screen from a satellite receiver, for example), an high value means a very animated image. The meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves. The associated Video LED shows the state of the motion detector:
Green LED: the overall image motion is above the minimum threshold set, this is the right condition
Yellow LED: the overall image motion is below the minimum threshold value set, if such a condition remains for more than the time limit set, MoviejayVX fires the associated playlist.

- **On air track Play/Stop button**

Stops/restarts the track currently on air (upper box). This turns useful if you want to stop a clip which started accidentally, and restart it later on.

- **Clip palette button**

Shows the clip palette window, from which you can instant fire short clips and overlay logos on the clip on the air.

- **Auto Seq button**

Switches clips' sequencing mode between auto seq and manual: this is shown in the upper display, on the left of the time display. In "auto seq" mode next track in the play queue is started automatically without any operator intervention when the on air one has reached its fade out marker, while in manual mode Moviejay plays the track to its end and waits for next track manual start (pressing the corresponding Play button). Depending on the setup options, Moviejay can automatically switch to auto mix mode when you start a track, to avoid unpleasant oversights.

- **Box On Air/1/2/3/4/5**

This is a group of 6 boxes, each one corresponding to the on air track and one of the next 5 tracks in the play queue. On the left they show title and artist if the track is a clip, or title and track type in any other case (commercial, programme, playlist, etc.).
In the middle of the box you'll see a still frame which you may wish to capture while in preview mode from the database management module This way, the picture will be shown on the play queue in the on-air module as visual mnemonic for the contents of the clip itself.

The p0;p1 caption shows the hierarchy of the playlists in the play queue, specifically: p0 is the root represents the root playlist, p1 the child, and so on should p1 contains in turn other playlists. The symbol "+" means that the track in the box is a playlist and may be expanded by clicking on the "+" icon itself. When a clip belonging to an expanded playlist is shown, this is shown by a "-" symbol. Clicking on it, the playlist is collapsed to a unique track again.

Meaning of the left-hand icon (Auto sequence)
When this clip is over, the next one in the play queue will be automatically started. This is the default behaviour.
When this clip is over, the on-air module stops the play queue and waits for the operator Play. This may be the case of an External Feed event for which we cannot guess the exact duration (for example, a live show).

Meaning of the center icon (Sequencing mode)

Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.

Skip mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped and this one will be queued just after the clip on the air now. This way, should the playlist accumulates delay, we may recover some of the delay.

Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.

Meaning of right-hand icon (Allow breaks)

Indicates that, if it's time for a commercial break, the break may be appended to this item.

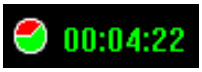
If it's time for a commercial break, the break waits for the first available slot in the playlist.

In the same box, symbols on the right mean:

This is the expected start time of the related item, according to any possible delay accumulated.

This is the scheduled start time of the related item, according to the playlist schedule.

This is the delay accumulated, which is calculated as difference between the expected start time and the playlist scheduled start time. In case the queue is ahead of schedule, this value is preceded by the minus sign, for example: -00:07:43

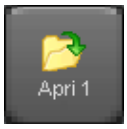


This is the item length, which is calculated as difference between fade-out and fade-in markers.

- **Play buttons 1/2/3/4/5**

Start playing the track shown in the corresponding box on the right of the button: the track moves to the on air box (the top one), the track previously on air is automatically exchanged with the next one, and the play queue shifts one step up.

- **Open buttons 1/2/3/4/5**



Open main selection window, from which you can recall tracks or playlists that you wish to load in the play queue.

- **Preview buttons 1/2/3/4/5**

Open the preview window for the track shown in the corresponding box: from there you can preview the clip and eventually edit its fade-in and fade-out markers.

- **Up/Down buttons**

While you can add to the play queue a great number of tracks, it can only show only 6 tracks at the same (the on air one and the next 5) in the 6 available boxes. The Up/Down buttons can shift up and down play queue viewing point if the queue itself contains more than 5 tracks (otherwise they have no effect). Boxes data as well as queue positions shown on the Play and Open buttons are automatically updated according to the actual track position in the play queue. Keeping the button pressed an auto-repeat feature is started (i.e. same as clicking the button again and again).

- **Next commercial break indication (bottom display)**

Shows start time of next scheduled commercial break. You can temporarily disable the break auto-loding feature by double-clicking on the start time display, which will turn red and underlined. To enable again the auto-loading feature, just double-click again

- **Next playlist indication (bottom display)**

Indicates stat time and denomination of next scheduled playlist. You may temporarily disable the playlist auto-loding feature by double-clicking on the start time display, which will turn red and underlined. To enable again the auto-loading feature, just double-click again.

- **Queue length indication (bottom display)**

Shows play queue total length (sum of loaded tracks' lengths) and expected queue ending time.

- **Date and time indication (bottom display)**

Shows current date and time.

- **Your TV station logo (bottom display)**

Clicking on the logo a secret panel appears showing some scrolling informations about the software and the current version and “build” number. At the end, your logo appears again automatically. To avoid that Moviejay can stop execution in presence of minor errors, error messages are shown in the same area reserved to the broadcaster logo and at the same time logged for future reference in a text file named wjerror.log, found in the installation folder. Once you’ve noted the error message, just double click on the shown messages to return to the visualization of the logo.

- **Function keys F1-F12, ALT_F1-ALT_F12, CTRL_F1-CTRL_F12, SHIFT_F1-SHIFT_F12**

Instant fire short clips contained in the first 4 jingle palettes, in the same order as shown in the clip palette window, or overlay graphics onto the clip on the air now.

- **Space bar**

Same as pressing “Play 1” button: starts the first track in the play queue.

- **Enter key**

Same as pressing “Play/stop” button: stops/restarts the track currently on-air.

The clip palette

When the clip palette is called from the main on-air module, the following window will be shown. The clip palette allows to instantly fire short clips or logo overlays on the clips on the air.

From top to bottom of the screen, you'll find:

- Indications for the current palette number and name, and the search box, to locate the desired archived palettes.
- A group of 12 buttons, each one corresponding to one of the clips and/or overlay logos contained in the selected palette.
- Another group of buttons to manage additional features and to close the window.

Detailed description

- **Palette number edit box**

Shows the sequence number of the selected palette. Clips and/or logos contained in the first 4 palettes (totally 48 items) can also be directly recalled from the on air windows pressing function keys (ALT, CTRL, SHIFT +) F1-F12.

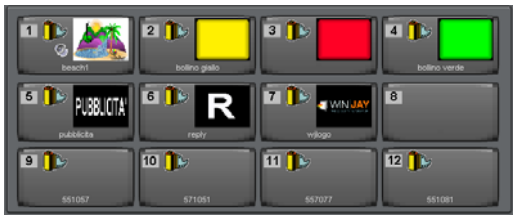
- **Palette name edit box**

Contains the name of the selected jingle palette, according to the user setup.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired palette to locate the first record which matches your criteria.

- **Play buttons**



Each button corresponds to a clip and/or logo overlay. Just press a button to fire the corresponding track, whose name is shown on the button itself. When a logo is overlayed, the corresponding number on the button turns yellow. If a logo is already overlayed, others are added to the first one, so in fact it is possible to overlay more logos at the same time. If you click a button which corresponds to a logo currently shown in overlay, this logo is removed from the overlay, and the number turns grey again.

- **Live Overlay button**

For Stradis cards, opens the window to perform realtime text crawls. For more details, please refer to description below.

- **Station Logo button**

Click on this button to switch on/off the overlay of the station logo set in MoviejayVX setup window. The indicator will turn on, to show that the feature is enabled. This is a two-state button, when you want to clear the station logo, just press this button again

- **Manual logos button**

By default, MoviejayVX performs logo overlays automatically according to the timeline stored for the clip currently on the air. Should you wish to do a manual overlay with the clip palette, you should first press this button. The indicator will turn on, to show that the feature is enabled. This is a two-state button, when you want to return to automatic overlay mode, just press this button again.

- **Clear logo button**

When in manual logo mode, once you've fired a logo overlay, use this button when you wish to clear the overlay.

- **Skip on air button**

When this button is pressed, you may fire clips from palette, otherwise this feature is disabled by default. The indicator will turn on, to show that the feature is enabled. This is a two-state button, when you want to return to automatic overlay mode, just press this button again.

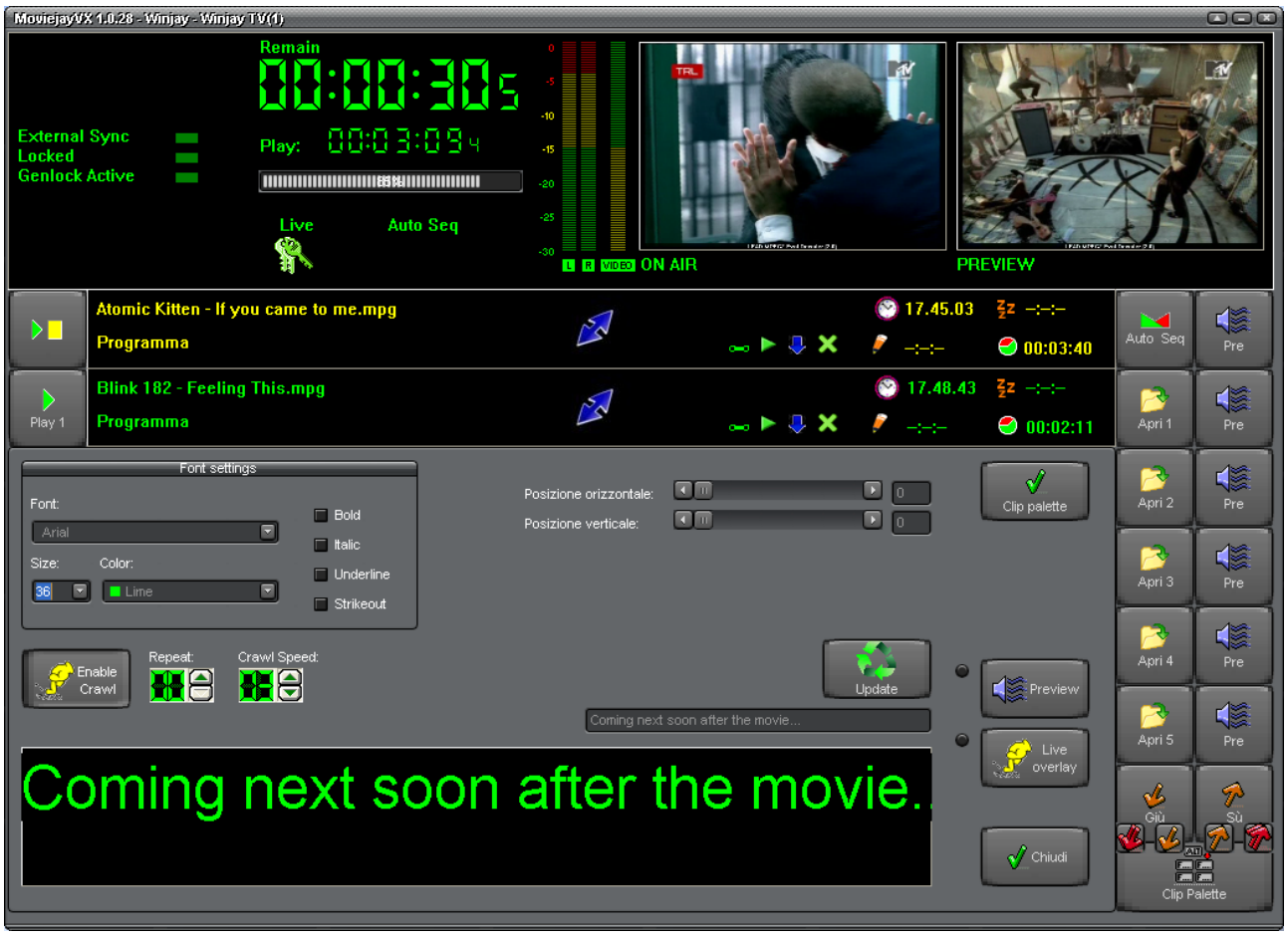
- **Preview button**

When this button is pressed, the clip palette works in preview mode i.e. clips are fired on the preview window instead of the playout card. The indicator will turn on, to show that the feature is enabled. This is a two-state button, when you want to return to automatic overlay mode, just press this button again.

- **OK button**

Closes the clip palette window.

Click on the “Live Overlay” button to access this window, which allows to perform graphic rendering and overlay of your favourite text to the clip currently on the air.



Quickstart (on-the-fly text overlay):

1. Set your favorite font, font size, font colour as well as optional attributes (bold, italic, etc.) for the graphic rendering
2. Type your text into the box and press the "Update" button to perfom the graphic rendering, which will be shown in the bottom part of the window.
3. Press the "Preview" button to show the rendered text in the preview window, and set the text posizion on the video window using the horizontal and vertical position cursors.
4. Finally, click on the "Live Overlay" button to overlay your test to the clip on the air.

Detailed description:

- **Font settings**

Here you specify various settings for the graphic rendering of your text, specifically: font name, font size, font colour and associated attributes (bold, italic, etc.).

- **Position cursors**

Set the horizontal and vertical position of rendered text into the video window. You may as well verify the set position on the preview window, if the associated Preview button is pressed.

- **Crawl section**

When the "Enable crawl" button is pressed, the horizontal text scrolling (crawl) is enabled. You can set how many times the text will be repente (0 = infinite) and scrolling speed (very slow) to 99 (very fast).

- **Clip Palette button**

Switches back to the clip palette window.

- **Preview button**

Click here to switch to preview mode: this way, you'll be see the graphic rendering of your text and edit as needed before putting the text itself on the air. To exit from preview mode, just press this button again.

- **Live Overlay button**

When you're done with settings and preview, click here to overlay the rendered text on the clip currently on the air. To exit from the overlay mode, just press this button again.

The preview window

By clicking on the preview buttons from the main on-air screen, on the bottom part of the screen the preview window is shown, which allows you to edit fade markers or simply preview the corresponding clip in a VGA window without affecting the on-air channel. Any changes made on this window will only be effective for that occurrence of the track in the play queue: data stored in database tables will not be affected in any way.

Quickstart (setting Start and End markers):

1. Press “Play/Pause” button to start playing.
2. Move to the desired marker with the slider, Rew - Fwd - Fast Rew - Fast Fwd buttons, and the shuttle search knob.
3. Press the “Set Start” button to set the Fade-In marker
4. Press the “Play/Pause” button to restart playing, if you wish you may check your setting pressing the corresponding “Go Start” button to restart playing from the marker you’ve just set.
5. If you wish, repeat steps 2 - 3 - 4 to set Fade-out markers.
6. Press the OK button to confirm changes when you’re done.

Detailed description

- **Display**

On the upper display, starting from the left you can see the displays related to fade markers and clip duration: on the right the elapsed and remain time to the end of the clip.

- **Clip details**

From the preview window, you can edit settings related to trigger enable, auto sequence mode, forced time and mode, comparing to database and playlist settings. Just click on the related icons (which have been already described into the on-air window section) and edit the forced start time if needed.

- **Slider**

While the track is playing, just click and drag this slider to the left or right to change the absolute track playing position.

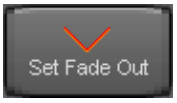
- **Volume slider**

While the clip is playing into the preview window, you can edit playback volume if required and confirm changes. This slider initially reflects the volume set in the database for the corresponding clip.

- **Set Fade-In button**

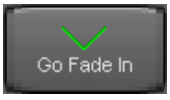
Click on this button to set the Fade-In marker for the clip loaded in the preview window Press the desired button while the track is playing, and release the button when the track has just reached the desired Fade-In position. The set marker will be shown on the corresponding display on the right of the button. You may also manually edit values directly on the displays if you wish.

- **Set Fade-out button**



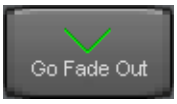
Click on this button to set the Fade-Out marker for the clip loaded in the preview window. Press the desired button while the track is playing, and release the button when the track has just reached the desired Fade-Out position. The set marker will be shown on the corresponding display on the right of the button. You may also manually edit values directly on the displays if you wish.

- **Go Start button**



Click on this button to change the track's playing position to the user-set Fade-In marker: this way, you may easily check your Fade-In settings.

- **Go End button**



Click on this button to change the track's playing position to the user-set Fade-Out marker: this way, you may easily check your Fade-Out settings.

- **Go To Play button**

This button is enabled only when you recall the preview window related to the clip currently on the air. Allows to set the clip's playing position to the same position of the clip playing on the air, allowing for example, for example, to move slightly forward and check next minutes.

- **Pulsante Play/Pausa**

Starts/stops playing the current video track. If you're in frame still mode, pressing the button resumes normal play mode.

- **Pulsanti Rew/Fwd/Rew Veloce/Fwd Veloce**

This group of 4 buttons switches to still frame mode and changes track's playing position, allowing extremely precise cueing of any video track before setting markers:

1. Rew: 100 milliseconds back
2. Fwd: 100 milliseconds forward
3. Fast Rew: 500 milliseconds back
4. Fast Fwd: 500 milliseconds forward

- **Shuttle search knob**

Same as the 4 buttons above, but allows still more precise and, why not, funny cueing: click on the knob handle and drag the knob clockwise to move forward or counterclockwise to move backward.

- **Cancel button**

Cancels operations and closes the preview window.

- **OK button**

Confirms changed and closes the preview window.

The selection window

This is MoviejayVX main selection window, which is recalled from the on air window to select clips and playlists, change their position in the on air queue, or remove items from the queue itself. Some of the buttons such as clips, commercials etc. just open the corresponding selection windows from which you can choose the desired clip or playlist. The 6 buttons on the bottom accomplish additional functions (see below for further details).

Quickstart (loading a track in the play queue):

1. Press one of the “Open” button in the on air window.
2. Press one of the buttons “Enqueue”, “Substitute”, “Insert” depending on the desired loading mode.
3. Press the button corresponding to the archive you want to choose from or the feature you want to load (for example, clips, commercials, playlists, etc).
4. Follow details about track loading depending on the particular archive (see next for further details).

Detailed description

- **Clips button**

Opens the clips selection window.

- **Commercials button**

Opens the commercials selection window.

- **Programmes button**

Opens the programmes selection window.

- **Hard Disk clip**

Opens the Hard Disk direct browse window.

- **Playlists button**

Opens the playlists selection window.

- **Commercial breaks button**

Opens the commercial breaks selection window.

- **External feeds button**

Opens the external feeds selection window.

- **Select skin button**

Recalls the open dialog which allows to browse the skin folder to select the desired skin.

- **Append button**

Appends the selection to the end of the play queue, and increments the length of the queue by one item.

- **Replace button**

Replaces the previous item in the box, if any, with the selected item. This is the default selection option.

- **Insert button**

Inserts the selection in the box corresponding to the “Open” button pressed; the queue shifts one step down.

- **Delete button**

Removes the item in the box corresponding to the “Open” button pressed.

- **Delete Playlist button**

Removes the loaded playlist(s) and switches back to “Live” mode (live assist, manual selection). MoviejayVX continues to play the track on air, if any, and removes any track in the play queue if they belong to a playlist (i.e. have been loaded automatically).

- **Cancel button**

Cancel operations and closes the selection window.

The clips selection window

This is the clips selection window, which is recalled from the main selection window to browse the clips archive, select and load a clip in the play queue.

Quickstart (loading a clip in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired clip or type the first letters ot the clip title to locate the closest match.
3. If you want, press the preview button to preview the clip off the air.
4. Press the OK button to confirm.

Detailed description

- **Clips details display**

This is the first display starting from the left, which shows details for the current clip. From top to bottom: clip length, archive date, last selection, and up to 2 clip categories.

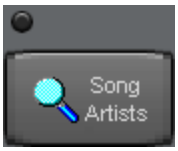
- **Title/Artist display**

The first display shows the list of clips in the database ordered by title, while the second display on the right shows the artist (if any) corresponding to the selected clip. Clicking the Clips/Artists button displays are reversed, and the database is ordered by artist.

- **Undock button**

Undocks the clips selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Title/Artists button**



Click on this button to reverse the clips/artists display order. If the button is pressed, the database is ordered by artist and the quick search is made on the artist name. The indicator will turn on, to show that the feature is enabled. This is a two-state button, click the button again to return in "browse by clip title" mode.

- **Filter button**

Press this button to apply a filter on the clips database according to the values set in the boxes on the left: minimum and maximum date, categories. The indicator will turn on, to show that the feature is enabled. This is a two-state button, press the button again to turn the filtering off.

- **Preview button**

Recalls the preview window for the current clip.

- **Quick search box**

Type here the first letters of the desired clip title or artist to locate the first record which matches your criteria.

- **Cancel button**

Cancels operations and closes the clips selection window.

- **OK button**

Confirms operations, loads the selected clip in the play queue and closes the clips selection window.

Troubleshooting:

Before loading the selected clip in the play queue, MoviejayVX performs a file existence check to see if the video file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another clip or press the cancel button to close the selection window.

The commercials selection window

This is the commercials selection window, which is recalled from the main selection window to browse the commercials database, select and load a commercial in the play queue.

Quickstart (loading a commercial in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired commercial or type the first letters ot the title to locate the closest match.
3. If you want, press the preview button to watch the clip off the air.
4. Press the OK button to confirm.

Detailed description:

- **Commercial list**

The first display shows the list of commercials in the database ordered by title. From left to right: commercial title, start/end dates, length.

- **Quick search box**

Type here the first letters of the desired commercial to locate the first record which matches your criteria.

- **Undock button**

Undocks the commercials selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Preview button**

Recalls the preview window for the current commercial.

- **Cancel button**

Cancels operations and closes the commercials selection window.

- **OK button**

Confirms operations, loads the selected commercial in the play queue and closes the commercial selection window.

Troubleshooting:

Before loading the selected commercial in the play queue, MoviejayVX performs a file existence check to see if the video file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another commercial or press the cancel button to close the selection window.

The programmes selection window

This is the programmes selection window, which is recalled from the main selection window to browse the programmes database, select and load a programme in the play queue.

Quickstart (loading a programme in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired programme or type the first letters ot the title to locate the closest match.
3. If you want, press the preview button to watch the programme off the air.
4. Press the OK button to confirm.

Detailed description:

- **Programmes list**

The grid shows the list of programmes in the database ordered by title. From left to right: programme title, category, length.

- **Quick search box**

Type here the first letters of the desired programme to locate the first record which matches your criteria.

- **Undock button**

Undocks the programmes selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Preview button**

Recalls the preview window for the current programme.

- **Cancel button**

Cancels operations and closes the programmes selection window.

- **OK button**

Confirms operations, loads the selected programme in the play queue and closes the programme selection window.

Troubleshooting:

Before loading the selected programme in the play queue, MoviejayVX performs a file existence check to see if the video file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another programme or press the cancel button to close the selection window.

The Hard Disk clip selection window

This window allows to select a clip directly from the Hard Disk, without the need to store the clip itself to the corresponding database (clips, programmes, etc.)

Quickstart (loading a clip from the Hard Disk):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Select the Hard Disk and the folder to browse for the desired clip.
3. Select your desired clip from the list on the right
4. Press the OK button to confirm.

The playlist selection window

This is the playlist selection window, which is recalled from the main selection window to browse the playlists database, select and load the playlist in the play queue. On the top of the window a group of boxes shows general informations about the currently selected playlist, while in the bottom a grid shows the playlist's details.

Quickstart (loading a playlist in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Browse the database for the desired playlist using the search box.
3. If you want, highlight an item to set the playlist start point
4. Press the OK button to confirm: the selected playlist is loaded into the on air queue.

Detailed description:

- **Playlist name box**

Shows the name of the selected playlist, according to the user setup.

- **Quick search box**

Type here the first letters of the desired playlist to locate the first record which matches your criteria.

- **Length edit box**

Shows current playlist length in hh:mm:ss:1/10 sec. Of course, random clips (if any) are NOT included!

- **Start time boxes**

Shows scheduled fire time and day(s) of week (or date) of the currently selected playlist (if set).

- **Playlist details**

The grid shows the full list of the video tracks contained in the selected playlist. The first column shows the item type (clip, commercial, programme, etc.); the second column shows details such as clip or commercial title, the third column shows the item length, the 4th one the scheduled start time.

Meaning of the icons in the 5th column (Force Mode)

Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.

Skip mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped and this one will be queued just after the clip on the air now. This way, should the playlist accumulates delay, we may recover some of the delay.

Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.

Meaning of the icons in the 6th column (Allow breaks)

Indicates that, if it's time for a commercial break, the break may be appended to this item.

If it's time for a commercial break, the break waits for the first available slot in the playlist.

You can navigate the list with the arrows on the right, and choose the starting point of the playlist highlighting the desidered item before pressing OK.

- **Cancel button**

Cancels operations and closes the playlists selection window.

- **OK button**

Confirms selection, loads the selected playlist in the play queue and closes the selection window.

The commercial breaks selection window

This is the commercial break selection window: it's called from the main selection window to browse the breaks archive, select and manually load one of them to the video queue. On the top of the window a group of boxes show general informations about the currently selected break like scheduled time and length, while in the bottom a grid shows the break details.

Quickstart (loading a commercial break in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Browse the database for the desired commercial break using the search box.
3. Press the OK button to confirm: the break items are loaded on the top of the queue.

Detailed description:

- **Length edit box**

Shows current break length in hh:mm:ss:1/10 sec.

- **Start time edit box**

Shows the scheduled start time for the currently selected commercial break.

- **Date box**

Sets the date for which you wish to view commercial scheduling.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. Type the scheduled time of the desired break to locate the first record which matches your criteria, or navigate records with the arrows.

- **Break details**

The grid contains the full list of the items contained in the selected break. The first column shows the event type (clip, commercial, programme, etc.), the second column shows track details (clip title and artist for clips, or commercials/programme name), the third column shows the item length. You can navigate the list with the arrows and the sliding bar on the right.

- **Cancel button**

Cancels operations and closes the breaks selection window.

- **OK button**

Confirms operations, loads the selected break in the play queue and closes the selection window.

The external feeds selection window

This is the external feeds selection window: it's called from the main selection window to browse, select and manually load an external feed event to the on-air queue. On the top of the window a grid shows the list of filed feeds and related details, while under the grid a group of boxes allow to set event time, mark-in and mark-out for VTR events, and log related informations.

Quickstart (loading an external feed in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Highlight the desired feed from grid.
3. Press the OK button to confirm: the selected feed is loaded into the on-air queue.

Detailed description

- **Channel list**

The grid shows the list of filed external feeds set according to the installed video router. From left to right: channel description, Input1, Output1, Input2, Output2, GPO trigger.

- **Box Mark In - Mark out**

Nel caso la linea esterna corrisponda a un videolettore collegato via RS232 o RS422, e si desideri effettuare il puntamento di una sezione di nastro, impostare nei rispettivi box il mark-in e mark-out. E' possibile resettare i valori al default facendo click sui rispettivi pulsanti alla destra dei box stessi.

- **Box Evento length**

Sets the destre length for the event to be loaded into the play queue.

- **Description, program type, Produder boxes**

This section allows to specify all the programme related informations required from the Italian government to compile the station log. You can simply skip this section.

- **Cancel button**

Cancels operations and closes the selection window.

- **OK button**

Confirms operations, loads the selected external feed in the play queue and closes the selection window.

Chapter 2: the scheduling and database management module

This is the main window of MoviejayVX database management and scheduling module. This is a separate executable which allows initial system setup and database management (clips, commercials, programmes, etc.) as well as scheduling of playlists and commercial breaks, and initial system setup.

- **Clips button**

Opens the clips database management window.

- **Commercials button**

Opens the commercials database management window.

- **Playlist button**

Opens the playlist scheduling window.

- **Programmes button**

Opens the programmes database management window.

- **Logos button**

Opens the logos database management window.

- **Update start times button**

Updates events' length (programmes, commercial breaks, etc.) into playlists according to any changes made to events' databases.

- **Select skin button**

Recalls the open dialog which allows to browse the skin folder to select the desired skin.

- **Clip palette button**

Opens the Clip Palette database management window.

- **Commercial Breaks button**

Opens the commercial break scheduling window.

- **Hardware button**

Opens the setup window to allow initial system setup as well as setting of various operating switches.

- **Station log window**

Opens the station log window.

- **Exit button**

Terminates database management module execution.

The preview window

This window is recalled by virtually any clips' management window (clips, commercials, programmes, etc.), allowing you to preview clips and set clip's Fade-In and Fade-Out markers, entry markers for commercial breaks, edit graphic overlays timeline (logos, texts, Flash animations), edit overlays settings.

Depending on where the preview window is recalled from, the shown layout changes according to requested features:

1) Markers, volume and logos timeline (if recalled from clips, spots and programmes database window).
2) Graphic overlay settings (logos, text or Flash animation) if recalled from logo overlays database management window.

Clips editing layout:

Quickstart (setting Fade-In and Fade-Out markers):

1. Press the “Play/Pause” button to start playing.
2. Move to the desired point with the slider, Rew - Fwd - Fast Rew - Fast Fwd buttons, and the shuttle search knob.
3. Press the “Set Start” button when desired to mark the Fade-In point when.
4. Use the “Set End” button as above for the Fade-Out point.
5. Press the OK button to confirm changes when you’re done.

Detailed description

- **Position slider**

While the clip is playing, just click and drag this slider to the left or right to change the absolute track playing position.

- **Volume slider**

While the clip is playing, you can edit playback volume if required. When the preview window is opened for a new clip added to the database, the slider is set to 0dB, otherwise it automatically reflects the volume set in the database for the corresponding clip.

- **Set Start button**

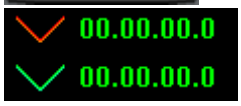
Click on this button to set the Fade-In marker for the clip loaded in the preview window Press the desired button while the track is playing, and release the button when the track has just reached the desired Fade-In position. The set marker will be shown on the corresponding display on the left of the button. You may also manually edit values directly on the displays if you wish.

- **Set End button**

Click on this button to set the Fade-Out marker for the clip loaded in the preview window. Press the desired button while the track is playing, and release the button when the track has just reached the desired Fade-Out position. The set marker will be shown on the corresponding display on the left of the button. You may also manually edit values directly on the displays if you wish.

- **Set Marker button**

Only for clips stored under the “Programmes” database, Moviejay allows to set up to 10 markers to mark the corresponding commercial breaks entry points, so that Moviejay will be able to split a programme with a break and



restart the same programme until it’s time for the next commercial break. Click a marker between the 10 available ones, to select the desired one (the marker will be highlighted in red), then press the move the clip to the desired position and press the “Set marker” button: the value on the display will be automatically updated. You may also manually insert or edit values directly on the displays if you wish.

- **Go Start button**

Click on this button to change the track’s playing position to the user-set Fade-In marker: this way, you may easily check your Fade-In settings.

- **Go End button**

Click on this button to change the track’s playing position to the user-set Fade-Out marker: this way, you may easily check your Fade-Out settings.

- **Go Marker button**

Click on this button to change the track’s playing position to the one of the highlighted markers: this way, you may easily check your commercial breaks entry points settings.

- **Pulsante Play/Pausa**

Starts/stops playing the current video track. If you’re in frame still mode, pressing the button resumes normal play mode.

- **Pulsanti Rew/Fwd/Rew Veloce/Fwd Veloce**

This group of 4 buttons switches to still frame mode and changes track’s playing position, allowing extremely precise cueing of any video track before setting markers:

5. Rew: 100 milliseconds back
6. Fwd: 100 milliseconds forward
7. Fast Rew: 500 milliseconds back
8. Fast Fwd: 500 milliseconds forward

- **Shuttle search knob**

Same as the 4 buttons above, but allows still more precise and, why not, funny cueing: click on the knob handle and drag the knob clockwise to move forward or counterclockwise to move backward.

- **Get Sample button**

Press the button while the video clip is playing or paused to capture the current frame to disk as JPG picture. This picture will be shown on the play queue in the on-air module as visual mnemonic for the contents of the clip itself. The picture is saved with the same filename of the video clip, but with JPG extension.

Quickstart (setting a graphic overlay):

1. Press the “Play/Pause” button to start playing.
2. Press the “Select logo” button to select the desired logo from the database.
3. Press the “Set Mode” button to switch into logo marker setting mode.
4. When you wish to start the logo overlay, press the “Show logo” button; the logo is shown in overly into the playback window.
5. When you wish to stop the logo overlay, press the “Clear Logo” button; the logo overlay is cleared.
6. Press the “Test mode” button to switch into verify mode, then drag the cursor to start of file; logos will be overlayed exactly as scheduled before.
7. Press the OK button to confirm.

- **Select Logo button**

Allows to select from the logos database the desired logo for video overlays. Click on the button to open the logos database management window, browse the database for the desired logo, then click “OK” to confirm selection.

- **Open from CG button**

Browse the Hard Disk to select a graphic project made into an external CG system. When you confirm selection, MoviejayVX automaticalli generate a sample bitmap to overlay when setting logo timeline.

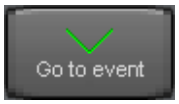
- **Show Logo button**

Marks the current position in the clip as overlay start marker for the currently selected logo, and stores the settings into the overlay timeline.

- **Clear Logo button**

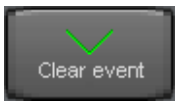
Marks the current position in the clip as overlay end marker for the currently selected logo, and stores the settings into the overlay timeline.

- **Go to event button**



Moves the clip playing position on the highlighted event in the timeline, allowing you to verify the right marker setting for logo overlay.

- **Clear Event button**



Deletes from the timeline the highlighted marker.

- **Clear All button**

Deletes all the events from the timeline.

- **Preview mode button**

Sets the logo overlay mode in “Preview” mode: all changes made are simply overlayed on the video clips, without storing the event in the timeline.

- **Set Mode button**

Sets the logo overlay mode in “Set” mode: all changes made are also stored in the timeline.

- **Test Mode button**

Sets the logo overlay mode in “Test” mode: playing the clip all the overlays made will be shown to check for any mistakes.

Picture editing layout:

- **Picture transparency**

Allows to set the picture transparency mode:

- Solid (use alpha channel): the Alpha channel stored into the picture (PNGs, TGAs) is used. In case the Alpha channel is not available, picture is overlayed without any transparency.
- Top-left pixel is color key: the top-left pixel is considered as transparency colour. For example, if the top-left pixel is black, any black pixel in the picture is transparent.
- Custom color-key: allows to manually set transparency colours with related controls (described later).

- **Horizontal position slider**

Allows to set horizontal position of the overlayed logo on the screen.

- **Vertical position slider**

Allows to set vertical position of the overlayed logo on the screen.

- **Picture width slider**

Allows to set picture overlay width, so the picture can be resized as requested. Setting this value to 0, the logo is shown in the original width. When this value is updated, the height value is automatically recalculated so the original aspect ratio is kept.

- **Picture height slider**

Allows to set picture overlay height, should you wish to resize the picture comparing to the value automatically set after changing width.

- **Alpha transparency slider**

Sets the Alpha transparency for the logo overlay.

- **Colour range checkbox**

If the picture transparency mode is set to “custom color key” and this box is checked, then transparency colours are set between a min and max range. The min and max values can be set with controls descrive below. If the box is not checked, the transparency colour is set on the max colour only. For example:
_nColorKeyMin = RGBA(r, g, b, alpha)
_nColorKeyMax = RGBA(R, G, B, ALPHA)
All the pixel whose colours r1,g1,b1 that satisfy the conditions:
r1 in [r, R], g1 in [g, G], b1 in [b, B] (r <= r1 <= R && g <= g1 <= G && b <= b1 <= B)
will have transparency [alpha..ALPHA]

- **Min colour selection button**

Sets the min transparency colour.

- **Min colour Alpha**

Sets the Alpha transparency value for the min colour.

- **Max colour selection button**

Sets the max transparency colour.

- **Max colour Alpha**

Sets the Alpha transparency value for the max colour.

Text editing layout:

- **Text overlay type**

Sets the type of text overlay:

- Text: the overlay is the text typed in the related box.
- Date: overlays current date
- Time: overlays current time
- Frame number: overlays frame number
- SMPTE timecode: overlays SMPTE timecode.

- **Text overlay box**

Allows to type the text to show into overlay.

- **Horizontal position slider**

Allows to set horizontal position for the text to overlay.

- **Vertical position slider**

Allows to set vertical position for the text to overlay.

- **Alpha transparency slider**

Sets the Alpha transparency for the text overlay.

- **Horizontal scrolling speed slider**

Sets the horizontal scrolling speed for the text overlay (crawl). It is possible to scroll towards left or right setting negative or positive values. Setting to 0, text is static.

- **Vertical scrolling speed slider**

Sets the vertical scrolling speed for the text overlay (roll). It is possible to scroll towards top or bottom setting negative or positive values. Setting to 0, text is static.

- **Font button**

Opens the dialog window to select the font, font size and attributes (bold, italic, etc.) to use for text overlay.

- **Outlined text checkbox**

If checked, text is shown outlined in the same colour set for background. Obviously, in this case you should set background Alpha transparency to 0.

- **Text Colour button**

Opens the dialog window to select the font colour. The selected colour is shown in the box on the right.

- **Text Alpha transparency slider**

Sets the Alpha transparency for text.

- **Background colour button**

Opens the dialog window to select the background colour. The selected colour is shown in the box on the right.

- **Background Alpha transparency slider**

Sets the Alpha transparency for text background.

- **Update text button**

Updates the text overlay according to new settings made.

Flash animation editing layout:

- **Horizontal position slider**

Allows to set horizontal position for the Flash animation overlay.

- **Vertical position slider**

Allows to set vertical position for the Flash animation overlay.

- **Width slider**

Allows to set Flash animation width, so the overlay can be resized as requested. Setting this value to 0, the animation is shown in the original width. When this value is updated, the height value is automatically recalculated so the original aspect ratio is kept.

- **Height slider**

Allows to set animation height, should you wish to resize the overlay comparing to the value automatically set after changing width.

- **Alpha transparency slider**

Sets the Alpha transparency for the Flash overlay.

- **Transition time slider**

Once new settings (position, size, etc.) have been made, this value sets the transition time to the new settings.

- **Update animation slider**

Updates the Flash animation according to settings made.

- **Cancel button**

Discards any changes made and closes the preview window.

- **OK button**

Confirms changes and closes the selection window.

The clips database management window

This is the clips database management window, which is recalled from the main window to manage the clips database. Clicking on the tabs in the upper area of the screen you may also access the categories database as well as a semi-automatic clips archive update utility.

Quickstart (adding a clip to the database):

1. Press the New button to enter insert mode.
2. Select the disk from the drop-down list, then browse your hard disk for the desired video clip using the “open” icon to the right of the file name box.
3. If needed, enter clip title, artist, categories, release date, etc. and optionally press the preview button if you wish to set any marker.
4. Press the OK button to confirm when done.

Detailed description:

- **Disk combo box**

Contains the hard disk name where the video track corresponding to the current clip is stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store video tracks, use the “Disks” tab under the hardware setup window.

- **File name edit box**

Contains the file name of the current clip, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired video file. “Title” and “Artist” field are automatically filled from the clip’s file name, if this conforms to the format “Artist – Title” (the hypen is used as field separator). Of course, you can always edit fields’ contents if necessary!

- **Audio Left / Audio Right boxes**

In case of video clips made from individual audio and video streams, these boxes contain filename for Left and Right audio tracks. To select files, click on the buttons on the right and use the standard dialog to browse your disk for the desired files.

- **Title edit box**

Contains the title of the current clip.

- **Title button**

Sorts the clips database by clip titles: quick search and database browsing are performed by clip titles.

- **Artist edit box**

Contains the artist or for the current clip.

- **Artist button**

Sorts the clips database by author/artist: quick search and database browsing are performed by artist.

- **Categories edit boxes**

Insert here the category that the current clip belongs to. Click on the arrow icon on the right of the edit boxes and choose up to a couple of the available categories from the drop-down list. This information turns very useful when you create random playlists since MoviejayVX features on-the-fly random clips selection by category. To manage the list of categories, click on the “categories” tab on the top of the screen.

- **Nationality group box**

Sets nationality for the current clip. Click on the arrow icon on the right of the edit box and choose one of the available nationalities from the drop-down list. This information turns very useful when you generate random playlists: MoviejayVX can randomly select clips by nationality to automatically build on the fly “national” or “international” playlists. To setup nationalities, click on the “categories” tab on the top of the screen.

- **Date edit box**

Insert here the release date for the current clip. This information turns useful for later searching in the database.

- **Album edit box**

Contains the album where the current clip belongs to.

- **Director edit box**

Contains the director of the current clip.

- **Log data section**

This section allows to specify all the programme related informations required from the Italian government to compile the station log. You can simply skip this section.

- **Length edit box**

Contains current clip length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the video file for the current clip.

- **Net Length box**

Contains current clip net length calculated as difference between fade-out minus fade-in markers. This value is automatically updated after editing markers into the preview window.

- **Fade-In edit box**

Contains current clip Fade-In marker in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the video file for the current clip, but it is automatically updated once you set the Fade-In marker in the preview window and confirm changes. If you don’t set the Fade-In marker, the clip will be played from the very beginning of the file (this is normal unless you want to cut a blank area).

- **Fade-Out edit box**

Contains current Fade-out marker in hh:mm:ss:1/10 sec. This value is set to the clip length when you select the video file for the current clip, but it is automatically updated once you set the Fade-Out value in the preview window and confirm changes. If you don’t set the Fade-out value, the clip will be played until the very end of the file.

- **Shuffle box**

During random playlist execution, MoviejayVX sets the Shuffled value according to the status of the shuffle for the corresponding clip:
0 = available for selection
1 = selected in the play queue
2 = played on the air

- **Random checkbox**

If checked, the current clip is enabled to be automatically picked during random selections. Otherwise, the clip may only be recalled manually.

- **Create index checkbox**

If MoviejayVX is working with a Stradis card, should you wish to start playing the clip from any desired marker, the card itself needs to generate an index for the current clip. The box will be automatically but only if it is needed to generate the index file, this way it is possible to speed up editing in case the index is not needed (because already created for the current file, or because no start or intermediate markers have been set).

- **Vote Box**

Sets the vote for the current clip (meaning the “quality” of the clip), which is a selection criteria used for random playlist generation.

- **BPM edit box**

Contains BPM value for the current clip. You can type in the value manually or set it with the preview window: select the “BPM” feature from the group of feature selection buttons and click on the “Set” button following song’s beats.

- **Last selected label**

Shows date and time when the current clip has been last selected (manually or automatically). This information turn very useful during live assist, so you can avoid to play again a clip after short time!

- **Total selections label**

Tells how much times the clip has been played from when it has been added to the database.

- **Copy to channel**

Allows to copy this record to another channel's database. Select the destination channel from the drop-down box, then press the button to confirm. If the same record is already in the destination database (from a previous copy operation), then the record is updated with any changes made to the original one, otherwise a new record is appended to the database. To each record is assigned a unique identifier, so in any case duplicated records will be created, this is especially important when a batch copy is performed from the related window, as described later.

- **Report path**

The box contains the filename for the report schema used to print the list of clips. To load another schema, click on the button to open the standard dialog box.

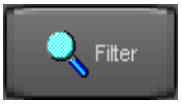
- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired clip to locate the first record which matches your criteria.

- **Filter Button**



Shows the filter window, from which you may define the filter criteria for the clips database (categories, min and max date etc.).

Just set various criteria on which you need to filter the database, then click the "OK" button. To reset values and show the full database without any filter, click the Reset button, then click OK to confirm.

- **Reports button**

Shows the clips report print preview window. The printed report fully reflects browsing options (sorting by title or artist, filtering, etc.). For example, if you apply a filter on release date, only the clips matching the filter criteria will be included in the report.

- **Preview button**

Opens the preview window for the current clip, allowing you to set track's Fade-In and Fade-Out markers, or simply previewing the selected track off the air. The same window is also used to generate the timeline of video overlays for the current clip.

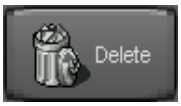
- **New button**

Switches the database to insert mode to add a new clip.

- **Edit button**

Switches the database to edit mode, to edit fields for the current clip.

- **Delete button**



Deletes the currently selected clip. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the video file deletion from the hard disk. When you delete a clip, it will be also automatically removed from any playlist or commercial break where it has been inserted.

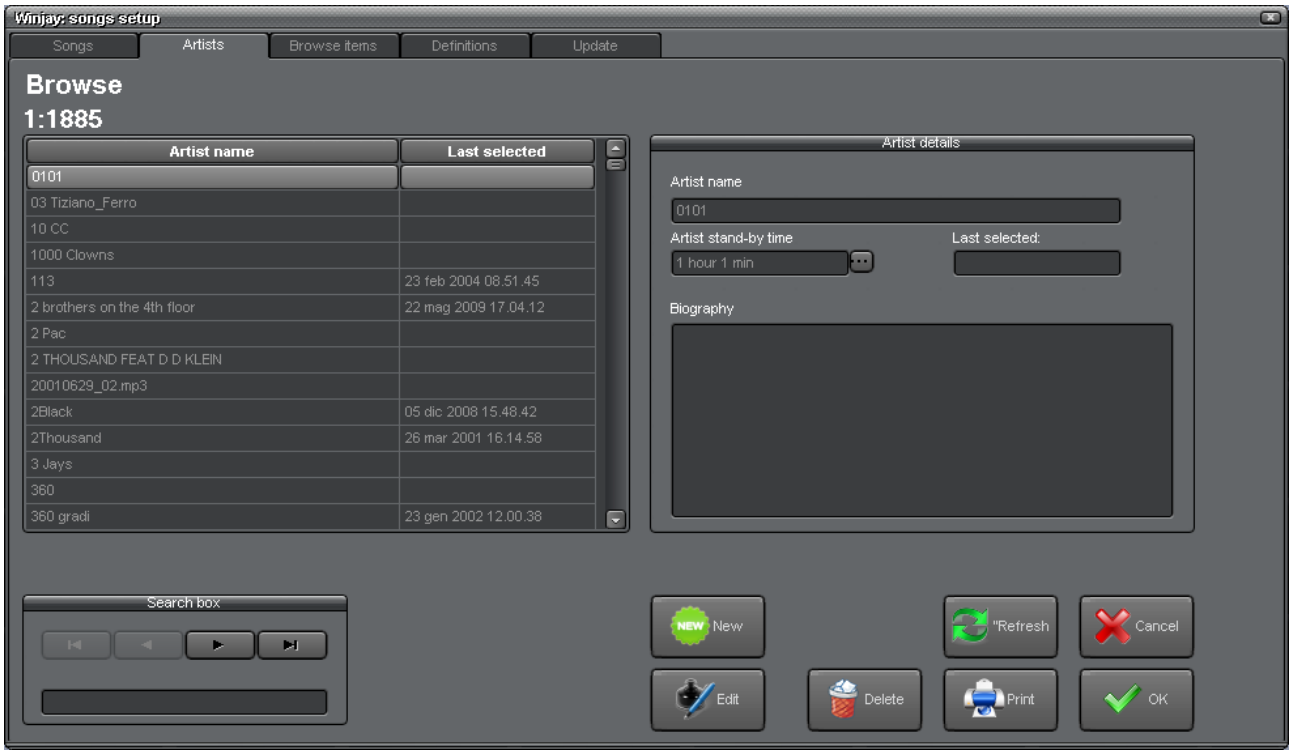
- **Cancel button**

Cancels updates to the current record and switches back to browse mode.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the clips database management window.

Click on the “Artists” tab in the upper part of the screen to access the artists database management window:



The grid on the left contains the list of artists filed into the database. Scrolling the list, in the section on the right of the window details about the selected artist are shown.

Detailed description:

- **Artist box**

Conains the name of the current artist

- **Stand-By time edit box**

Contains the minimum stand-by time before a song of the same artist can be picked again during a random selection. In this way you can set the artist for high/low rotation.

- **Last selected label**

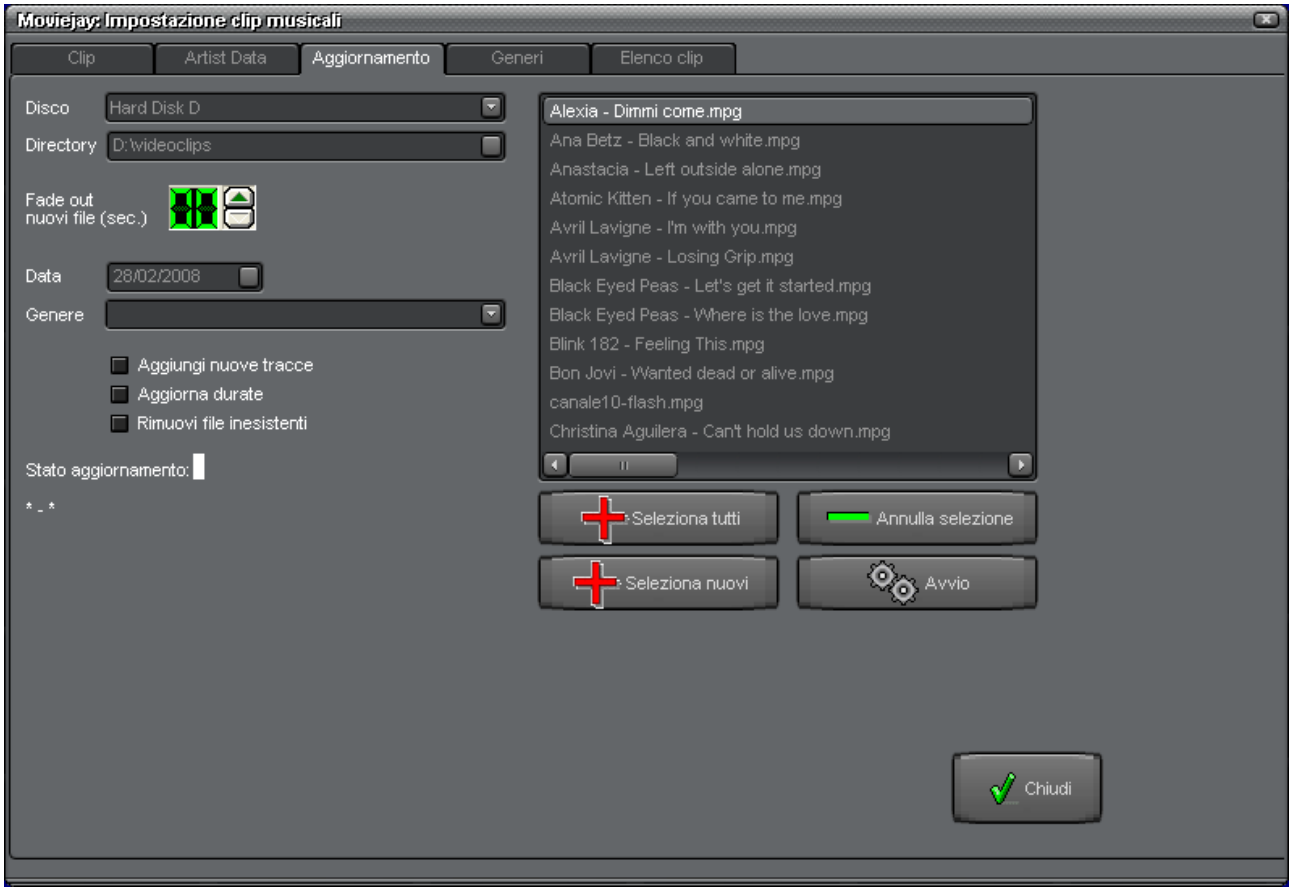
Shows date and time when the current artist has been last selected (manually or automatically). This information turn very useful during live assist, so you can avoid to play again a clip of the same artist after short time.

- **Biography text box**

This box allows to type biography information related to the current artist.

Buttons “New”, “Edit”, “Update”, etc. work on the artists database exactly like the corresponding buttons on the songs database window. You may just refer to the previous descriptions.

Press the “Update” button, you’ll gain access to a semi-automatic update of the clip database feature:



Thanks to this window, if you already own a bunch of video tracks you can save considerable time compared to a manual update of the database: you can automatically add files to the archive and set a standard category, update existing tracks’ lenghts, delete orphans, or any combination of the above. Of course, you may always edit records later to retouch Fade-Out values or clips’ release dates, etc.

- **Adding new video tracks**

This feature allows to automatically insert into the database a bunch of clips in a folder without wasting time with a manual update.

1. Use the “disk” combo box to select the hard disk where the folder with the clips is located.
2. Select the folder which contains the clips to add to the database.
3. Press the up-down arrows to set the standard Fade-Out value (in number of seconds from the end of file) for the clips to be added.
4. Check the “Add new tracks” box.
5. In the file list on the right of the screen, click on the track(s) you wish to add to the database (use Ctrl and Shift keys to select multiple file), or click the “Select all” button to select all tracks, “Select New” to select the only tracks still not in the database, or “Select None” to unselect all tracks.
6. Press the “start” button to start the update.
7. When done, press the “close” button to close the update window.

Title and artist fields are automatically taken from the clips’ file name (if this is of the form “Artist – Title”, with a dash as field separator). This feature turns very useful when you have just installed Moviejay and want to rapidly populate the clips database, keeping for later manual retouching of values such as categories and markers. Of course, whenever possible, manual updates are always preferred, so various fields can be precisely set according to each clip!

- **Update tracks’ lenghts**

Some broadcasters prefer to just name in a bunch of clips with sequential numbers (for example, from 1 to 20). This way they’re able to create a playlist once (for example a chart) and later just update clips over-writing the old ones without having to update the playlist with the new clip names. In this case it turns useful to update length and Fade-Out values in the database according to the new file contents. This feature checks every track’s length in the database and, if and only if not the same as the one stored in the database, updates length and mix out values in the database.

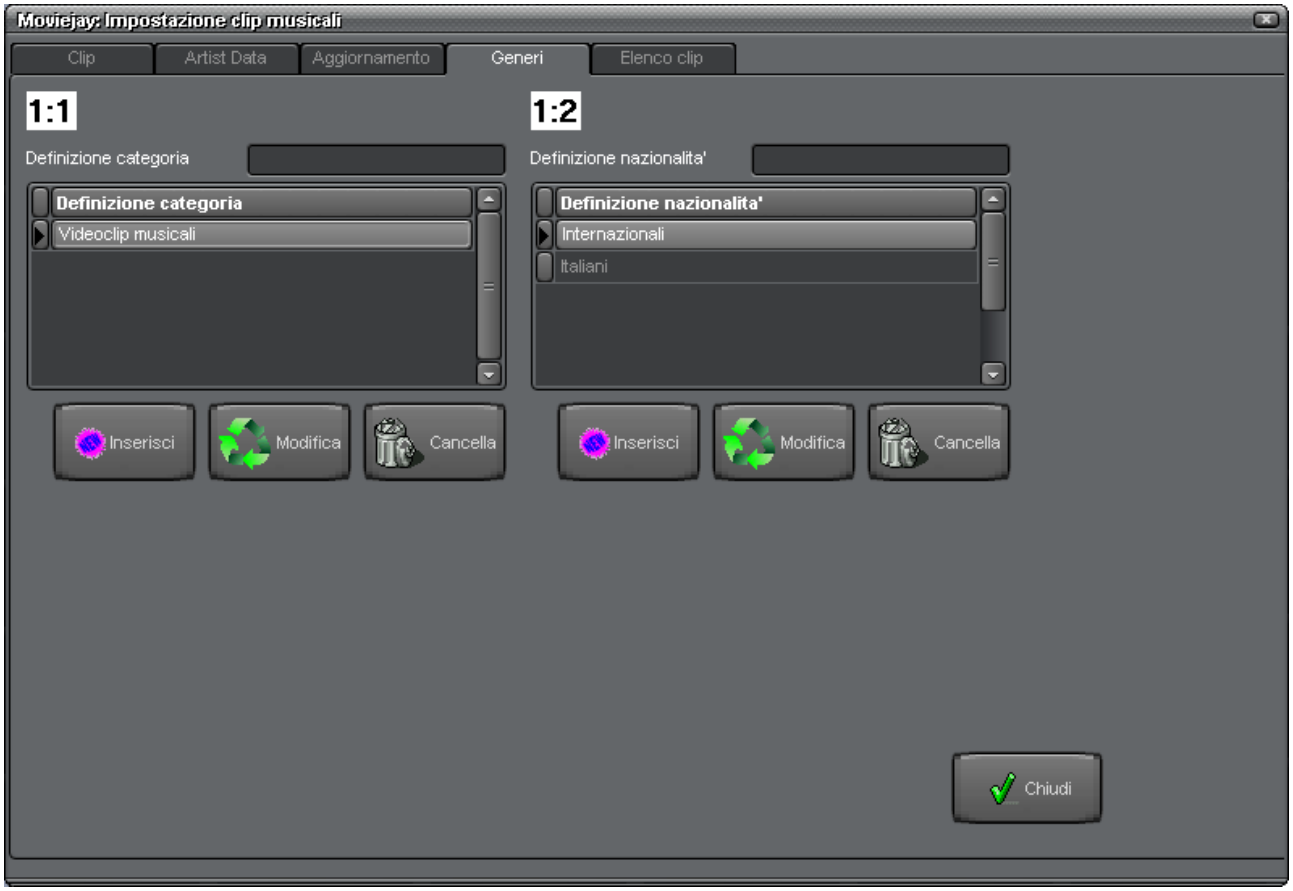
1. Check the “Update tracks’ length” box.
2. Press the up-down arrows to set the standard mix out value (in number of seconds from the end of file) for the clips in the database which lengths are changed (the unchanged files are not updated).
3. Press the “start” button to start the update.
4. When done, press the “close” button to close the update window.

- **Delete orphans**

To guarantee that on air operations are not interrupted because of missing video tracks, Moviejay automatically checks that every item has its associated file on disk for each file it attempts to add to the play queue. In case of failure during playlist execution, the missing file is not taken into account, and the software jumps to the next one. But, supposing our playlist is made up of an alternating clip-jingle-song-jingle sequence, for each missing song we will hear two jingles one after another: if the database contains many orphans (maybe you have deleted or moved entire folders without updating the database), this is surely not so pleasant for our listeners! To check your clips database for orphans (database records without the corresponding file on disk) and automatically remove them, just use this feature.

1. Check the “Delete orphans” box.
2. Press the “start” button to start the update.
3. When done, press the “close” button to close the update window.

Pressing the “Categories” tab on the top of the screen, you will be able to edit the list of categories that will be use when populating clips database and when creating random playlists by category.



Detailed description

- **Category / Nationality edit box**

Contains the category / nationality to be added to the database. Just type the denomination to add and press the Insert button.

- **Category / Nationality grids**

Contains the list of categories / nationalities in the database. You can navigate the list with the arrows on the right.

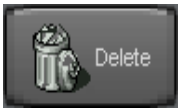
- **Insert button**

Adds to the database the category / nationality typed in the edit box.

- **Edit Button**

Edits the selected category / nationality in the database grid according to the text typed in the category edit box.

- **Delete button**

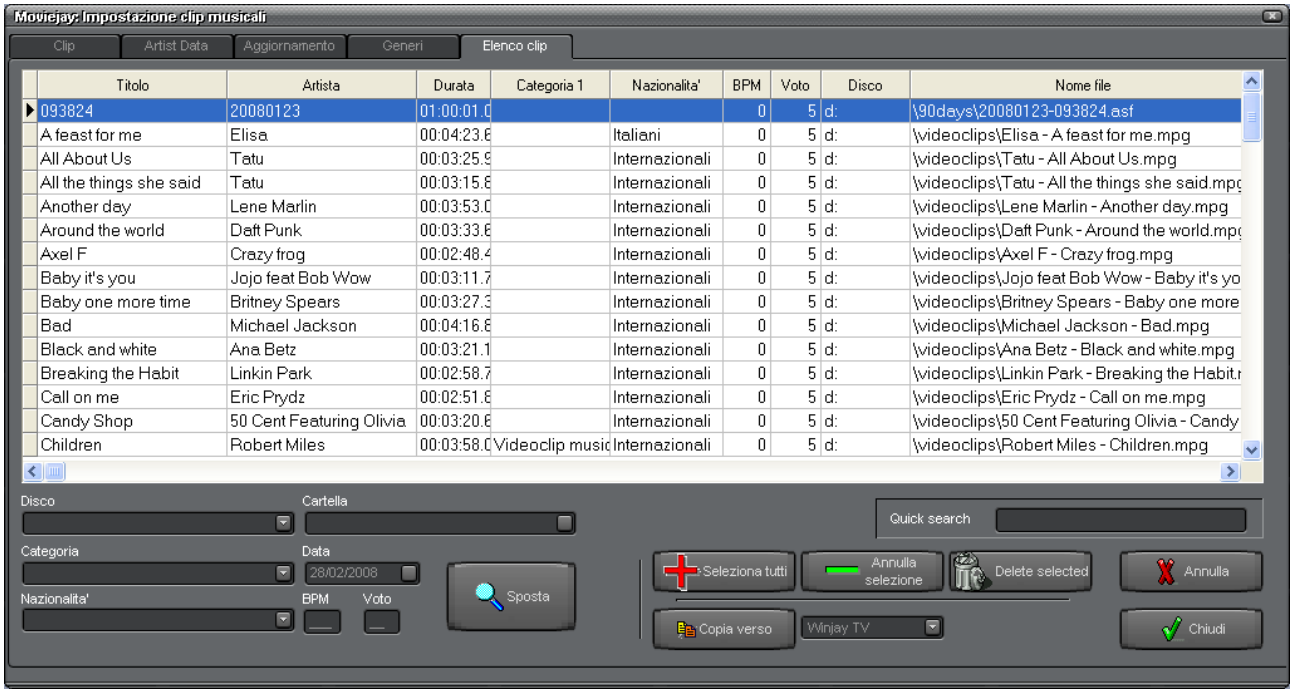


Deletes from the database the currently selected category / nationality from the related grid.

- **OK button**

Closes the categories setup window.

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).


Moviejay: Impostazione clip musicali
Clip
Artist Data
Aggiornamento
Generi
Elenco clip
Titolo
Artista
Durata
Categoria 1
Nazionalita'
BPM
Voto
Disco
Nome file
093824 20080123 01:00:01.0 0 5 d: \90days\20080123-093824.asf
A feast for me Elisa 00:04:23.6 Italiani 0 5 d: \videoclips\Elisa - A feast for me.mpg
All About Us Tatu 00:03:25.9 Internazionali 0 5 d: \videoclips\Tatu - All About Us.mpg
All the things she said Tatu 00:03:15.8 Internazionali 0 5 d: \videoclips\Tatu - All the things she said.mpg
Another day Lene Marlin 00:03:53.0 Internazionali 0 5 d: \videoclips\Lene Marlin - Another day.mpg
Around the world Daft Punk 00:03:33.6 Internazionali 0 5 d: \videoclips\Daft Punk - Around the world.mpg
Axel F Crazy frog 00:02:48.4 Internazionali 0 5 d: \videoclips\Axel F - Crazy frog.mpg
Baby it's you Jojo feat Bob Wow 00:03:11.7 Internazionali 0 5 d: \videoclips\Jojo feat Bob Wow - Baby it's yo
Baby one more time Britney Spears 00:03:27.3 Internazionali 0 5 d: \videoclips\Britney Spears - Baby one more
Bad Michael Jackson 00:04:16.8 Internazionali 0 5 d: \videoclips\Michael Jackson - Bad.mpg
Black and white Ana Betz 00:03:21.1 Internazionali 0 5 d: \videoclips\Ana Betz - Black and white.mpg
Breaking the Habit Linkin Park 00:02:58.7 Internazionali 0 5 d: \videoclips\Linkin Park - Breaking the Habit.
Call on me Eric Prydz 00:02:51.8 Internazionali 0 5 d: \videoclips\Eric Prydz - Call on me.mpg
Candy Shop 50 Cent Featuring Olivia 00:03:20.8 Internazionali 0 5 d: \videoclips\50 Cent Featuring Olivia - Candy
Children Robert Miles 00:03:58.0 Videoclip music Internazionali 0 5 d: \videoclips\Robert Miles - Children.mpg
Disco
Cartella
Quick search
Categoria
Data
28/02/2008
Nazionalita'
BPM
Voto
Sposta
Seleziona tutti
Annulla selezione
Delete selected
Annulla
Copia verso
Winjay TV
Chiudi

Quickstart

* batch edit settings for several clips:

1. In the grid containing the list of filed programmes, click the items that you wish to edit; items remain selected also without pressing the Shift or Ctrl buttons on your keyboard. To unselect a programme, just click the same item again. Use the “Select all” and “Select none” buttons to select all the programmes or clear your selection.
2. Edit settings that you wish to change on the selected items, for example scheduling date, categories, etc, while leaving empty all the settings that you don’t wish to change.
3. Press the Apply button to confirm.

* batch copy clip to another channel:

1. As above, select the clips that you wish to edit.
2. Select the destination database (channel) that you wish to copy your programmes to.
3. Press the “Copy to” button to confirm.

* batch delete clips:

1. As above, select the clips that you wish to delete.
2. Press the “Delete selected” button to confirm.

Troubleshooting:

- You can also add a new clip into the database with a simple drag-and-drop, just drag a clip from Windows’ Explorer (or other applications) and drop to this window. The database is switched into Insert mode so you can add required informations into related fields. When finished with editing, just press the OK button to confirm edits.

- Both nationalities and categories are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don’t delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different style: any song which had been assigned the old style will show a blank style field, which would need to be reassigned to a new one.

The commercials database management window

This is the commercials setup window, which is recalled from the main setup window to manage the commercials database. Clicking on the tabs on the top of the screen you may access a the commercial scheduler and, the business types and commercial splitting areas databases, and batch edit windows.

Quick start (adding a commercial to the database):

1. Press the New button to switch to insert mode.
2. Select the disk from the drop-down list, then browse your hard disk for the desired commercial using the “open” icon to the right of the file name box.
3. Enter the commercial name in the edit box and optionally press the preview button if you want to set any marker.
4. Press the OK button to confirm when done.

Detailed description

- **Disk combo box**

Contains the hard disk name where the video track corresponding to the current commercial has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store video tracks, use the disks setup window.

- **File name edit box**

Contains the file name of the current commercial, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired video file.

- **Audio Left / Audio Right boxes**

In case of video clips made from individual audio and video streams, these boxes contain filename for Left and Right audio tracks. To select files, click on the buttons on the right and use the standard dialog to browse your disk for the desired files.

- **Commercial name edit box**

Contains the title of the current commercial.

- **Business type edit box**

Contains the business type for the current commercial (for example, pubs, shopping malls, etc.). Click on the icon on the right of the edit box and choose one of the available business types from the drop-down list. To manage the business types database, click on the tab on the top of the screen.

- **Priority edit box**

Contains the priority value needed for auto-positioning the commercial in commercial breaks (for example, start, middle, or end of the break). Click on the icon on the right of the edit box to select the desired priority value: higher values mean first places and vice-versa. The higher priority values (9 and 10) and the lower one (1) should be reserved to the break’s opening and closing jingles.

- **Length edit box**

Contains current commercial length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the video file for the current commercial.

- **Net Length box**

Contains current programme net length calculated as difference between fade-out minus fade-in markers. This value is automatically updated after editing markers into the preview window.

- **Fade-Out edit box**

Contains current commercial Fade-Out marker in hh:mm:ss:1/10 sec. This value is set to the commercial length when you select the video file for the current commercial, but it is automatically updated once you set the Fade-Out value in the preview window and confirm changes. If you don't set the mix-out value, the commercial will be played until the very end of the file.

- **Start date box**

Contains the broadcasting start date for the current commercial: commercials contained in a break are loaded in the play queue only if the system date is between commercials' start and end date. This field is optional: if not specified, the commercial will be broadcasted until the specified end date (if any). To set the start date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3)move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **End date box**

Contains the broadcasting end date for the current commercial: commercials contained in a break are loaded in the play queue only if the system date is between commercials' start and end date. This field is optional: if not specified, the commercial will be broadcasted forever starting from the specified start date (if any). To set the end date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3)move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **On air days group box**

When you switch to insert mode to add a new commercials, all the 7 boxes are checked as default option: the commercial will be on air any day of the week. However, if you uncheck one or more of them, you can exclude the commercial from loading on the corresponding days of week.

- **Copy to channel**

Allows to copy this record to another channel's database. Select the destination channel from the drop-down box, then press the button to confirm. If the same record is already in the destination database (from a previous copy operation), then the record is updated with any changes made to the original one, otherwise a new record is appended to the database. To each record is assigned a unique identifier, so in any case duplicated records will be created, this is especially important when a batch copy is performed from the related window, as described later.

- **Report path**

The box contains the filename for the report schema used to print the list of commercials. To load another schema, click on the button to open the standard dialog box.

- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired commercial to locate the first record which matches your criteria.

- **Reports button**

Shows the commercials report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the commercials that satisfy your criteria will be printed.

- **Preview button**

Opens the preview window for the current commercial, allowing you to set track's Fade-In and Fade-Out markers, or simply previewing the selected track off the air. The same window is also used to generate the timeline of video overlays for the current commercial.

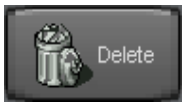
- **New button**

Switches the database to insert mode to add a new commercial.

- **Edit button**

Switches the database to edit mode, to edit fields for the current commercial.

- **Delete button**



Deletes the currently selected commercial. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the video file deletion from the hard disk. When you delete a commercial, it will be also automatically removed from any playlist or commercial break where it has been inserted.

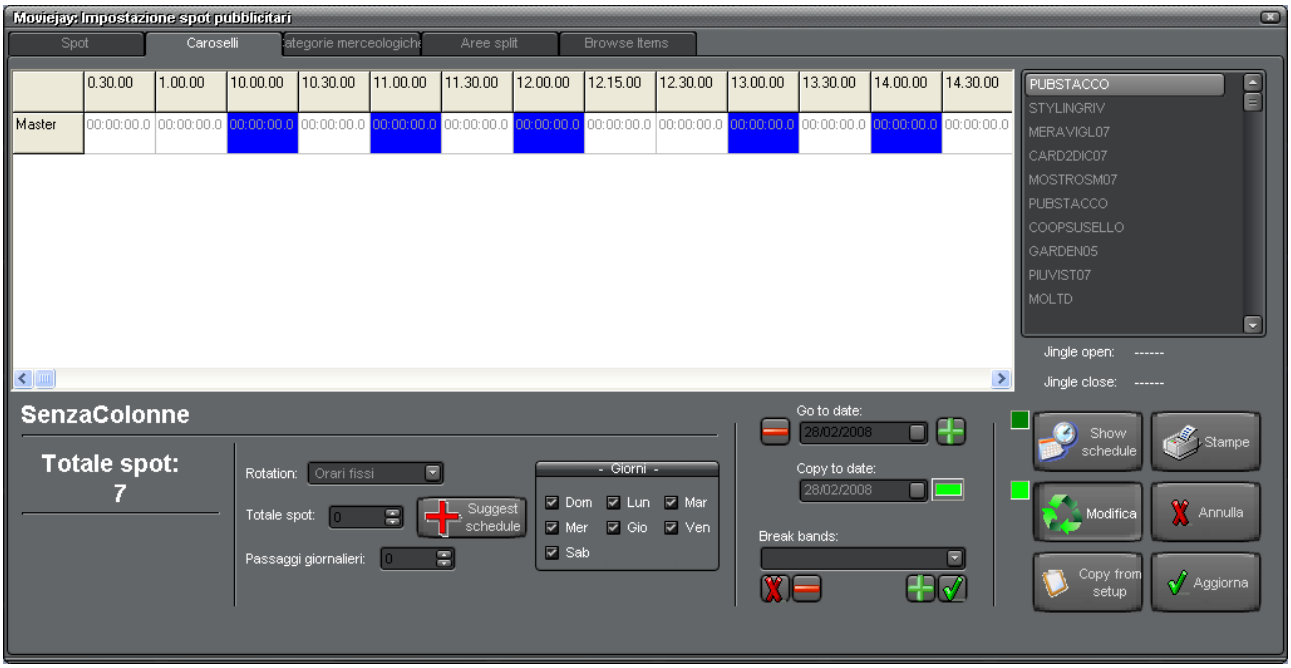
- **Cancel button**

Cancels updates to the current record.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the commercials setup window.

Pressing the “commercial breaks” tab on the top of the window, you’ll gain access to a procedure for a semi-automatic management of commercial breaks:



Quickstart (scheduling a commercial):

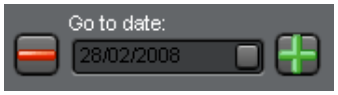
1. First of all, browse the commercial database to locate the desired record, then press the “commercial break” tab to switch to window shown above.
2. Press the “Copy from Setup” button to paste scheduling settings made into main window. Press the “Edit” button to enable editing.
3. Click on the cells corresponding to the desired breaks where you want to add the selected commercial; cells will turn blue. If you want to remove your commercial from the specific break, click again on the same cell, and so on.
4. Press the OK button to confirm updates.

Detailed description

- **Total commercials**

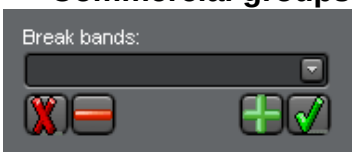
Shows the total number of breaks where the current commercial has been inserted. This number is automatically updated when you click on the cells to add or remove commercials from the corresponding break.

- **Date selection box**



Changing the date on this box allows to show the related scheduling for the selected commercial on the specified date. Buttons on the left and right allow to move on previous and next day.

- **Commercial groups**



It is possible to define groups of commercial breaks, allowing to split the offer to customers depending on airing time. For example you can set the time interval from midnight to 6.00.00 as “night time”, to sell at lower price, and peak hours to sell at full price. Once these settings have been done into the Commercial Breaks window, in scheduling you will just have to select the required group with this box. From left to right, the 1st button deletes from the grid all the scheduled commercials, the 2nd button deletes only the time slots corresponding to the selected group, 3rd button adds to scheduling only the time slots corresponding to the selected group, last button schedules the commercial all the day.

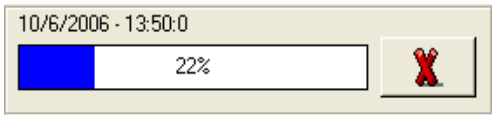
- **Reports button**

Shows the commercial details report print preview window. This report is useful for printing a list of the breaks where the current commercial has been added.

- **Edit button**

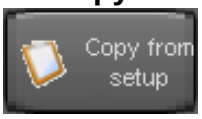
Switches to edit mode. Click again to return to browse mode.

- **Progress bar**



When you press the “OK” button to confirm commercial scheduling, this progress bar turns visible to show overall processing progress and the break currently under scheduling, for example the break at 13:50:00 on 10/06/2006. The button on the right allows to cancel the scheduling progress.

- **Copy from Setup**

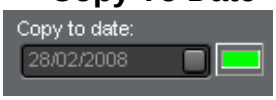


Press this button to paste scheduling settings from the main commercials database window (days of the week, start and ending date, rotation, etc.).

- **Show Schedule**

When this button is checked, if you click on time slots into the scheduling grid, the playlist grid on the right of the window shows the list of commercials related to the clicked slot.

- **Copy To Date**



If the button is checked, the scheduling made for the current date is copied up to the date set into this box. Otherwise, only the day set into the date box is scheduled.

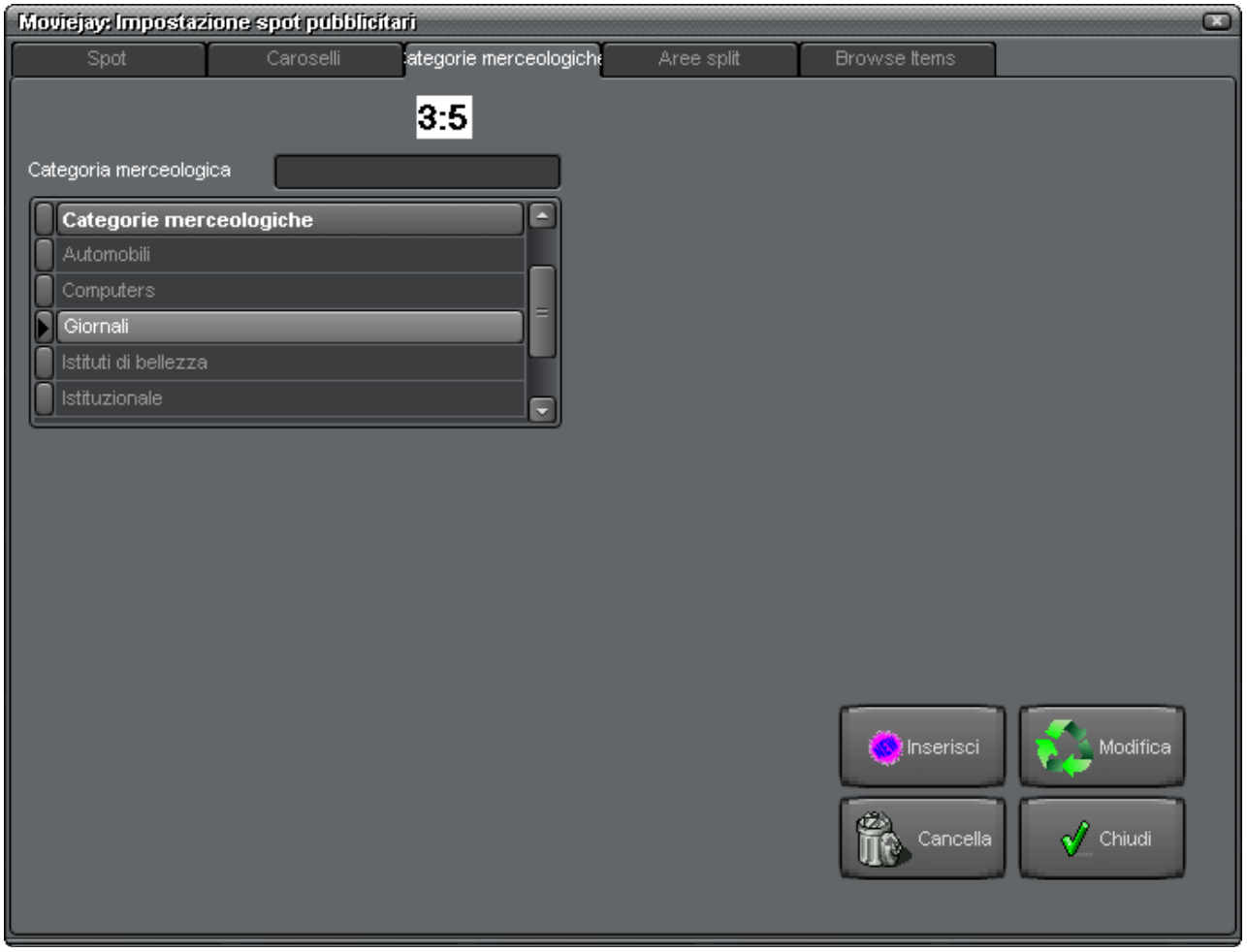
- **Cancel button**

Cancels updates and returns to browse mode.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the commercial breaks window.

Clicking on the “Business types” tab in the upper part of the screen, you gain access to the business types management window:



Detailed description

- **Business type edit box**

Contains the business type to be added to the database. Just type it in and press the Insert button.

- **Business types grid**

Contains the list of business types in the database. You can navigate the list with the arrows on the right.

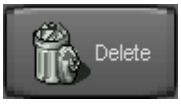
- **Insert button**

Adds to the database the business type typed in the edit box.

- **Edit Button**

Edits the selected business type in the database grid according to what typed in the edit box.

- **Delete button**



Deletes from the database the currently selected business type in the grid.

- **OK button**

Closes the business types setup window.

Clicking on the “Split areas” tab in the upper part of the screen, you gain access to the commercial splitting areas management window. If you didn’t purchase the optional splitting module, please leave the default settings unchanged.

Detailed description

- **Area name Edit Box**

Contains the name of the splitting area in the database.

- **Import File Box**

If commercial programming is imported from and external scheduler like Spotline, this box contains the full path to the import file for the selected area.

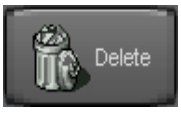
- **New button**

Switches the database to insert mode to add a new area.

- **Edit button**

Switches the database to edit mode, to edit fields for the current area.

- **Delete button**



Deletes the currently selected area. When you delete a splitting area, any break belonging to the area will be also automatically removed.

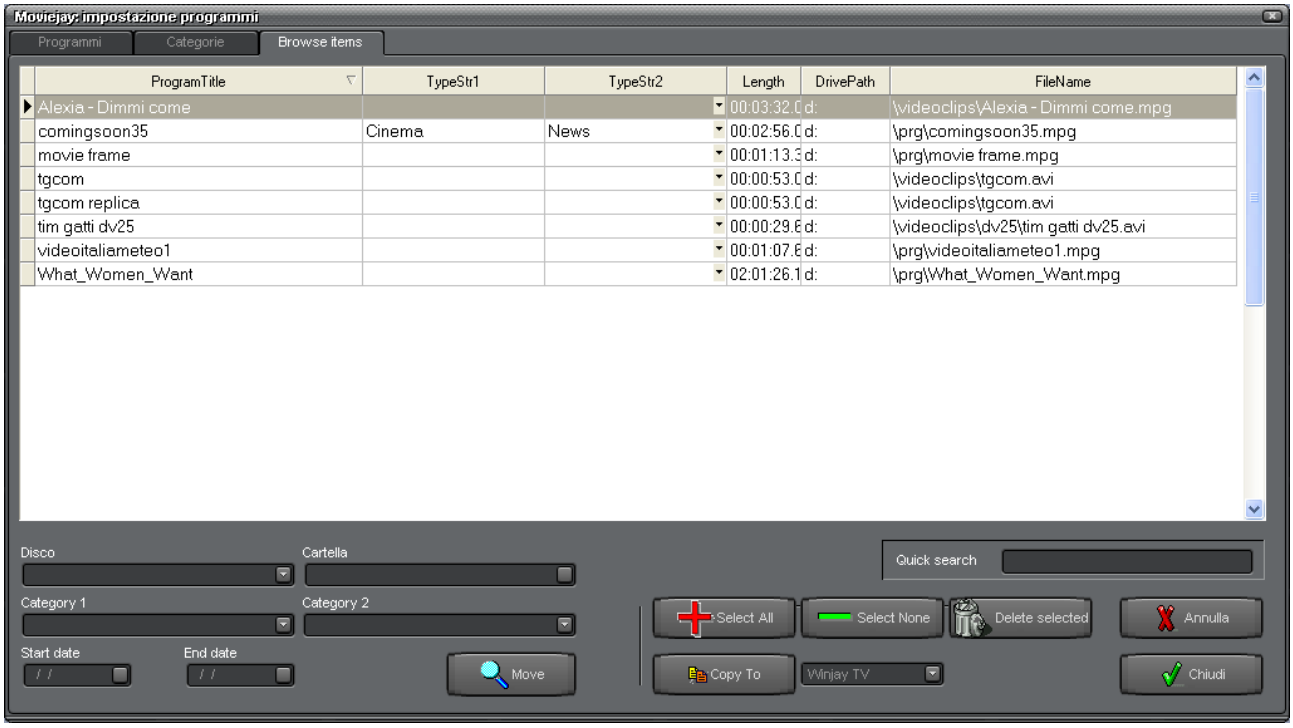
- **Cancel button**

Cancels updates and returns to browse mode.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the splitting area window.

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).



Quickstart

* batch edit settings for several commercials:

1. In the grid containing the list of filed commercials, click the items that you wish to edit; items remain selected also without pressing the Shift or Ctrl buttons on your keyboard. To unselect a commercial, just click the same item again. Use the “Select all” and “Select none” buttons to select all the commercials or clear your selection.
2. Edit settings that you wish to change on the selected items, for example scheduling date, categories, etc, while leaving empty all the settings that you don’t wish to change.
3. Press the Apply button to confirm.

* batch copy commercials to another channel:

1. As above, select the commercials that you wish to edit.
2. Select the destination database (channel) that you wish to copy your commercials to.
3. Press the “Copy to” button to confirm.

* batch delete commercials:

1. As above, select the commercials that you wish to delete.
2. Press the “Delete selected” button to confirm.

Troubleshooting:

- You can also add a new commercial into the database with a simple drag-and-drop, just drag a clip from Windows’ Explorer (or other applications) and drop to this window. The database is switched into Insert mode so you can add required informations into related fields. When finished with editing, just press the OK button to confirm edits.

- Business types are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don’t delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different style: any song which had been assigned the old style will show a blank field, which would need to be reassigned to a new one.

The programmes database management window

This is the programmes setup window (air shifts, news, etc.) which is recalled from the main setup window to manage the programmes archive. Clicking on the tabs on the top of the screen you get access to the categories management window and browse database window.

Quickstart (adding a programme to the database):

1. Press the New button to enter insert mode.
2. Select the disk from the drop-down list, then browse your hard disk for the desired programme using the “open” icon to the right of the file name box.
3. Enter the commercial name in the edit box and optionally press the preview button if you want to set any marker.
4. Press the OK button to confirm when done.

Detailed description

- **Disk combo box**

Contains the hard disk name where the video track corresponding to the current programme has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store video tracks, use the disks setup window.

- **File name edit box**

Contains the file name of the current programme, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired video file.

- **Audio Left / Audio Right boxes**

In case of video clips made from individual audio and video streams, these boxes contain filename for Left and Right audio tracks. To select files, click on the buttons on the right and use the standard dialog to browse your disk for the desired files.

- **Programme name edit box**

Contains current programme name. This information is taken from the filename, but you can edit this field as desired.

- **Programme type 1 / 2 edit boxes**

Contains current programme category (for example, air shifts, news, etc.). Click on the icon on the right of the edit boxes and choose up to a couple of the available categories from the drop-down list. To manage the programme categories database, click on the tab on the top of the screen.

- **Daily checkbox**

If this box is checked, the current programme is treated as “daily”: this feature turns very useful should you wish to daily broadcast a programme (for example the daily horoscope), but auto-selecting every day a different file: just create a folder called “horoscope” and fill it with the daily files (MPG or AVI), which need to be named in with the date when they should be broadcasted, for example 02282001.mpg – 03012001.avi etc. Each day the the file with the corresponding date will be automatically selected, without the need of manual updates.

- **Log data section**

This section allows to specify all the programme related informations required from the Italian government to compile the station log. You can simply skip this section.

- **EPG Denomination box**

This box allows to specify the programme denomination which will be broadcasted to the EPG encoder.

- **EPG description box**

This box allows to specify the programme extended description which will be broadcasted to the EPG encoder.

- **Length box**

Contains current programme length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the video file for the current programme.

- **Net Length box**

Contains current programme net length calculated as difference between fade-out minus fade-in markers. This value is automatically updated after editing markers into the preview window.

- **Fade-In edit box**

Contains current programme start marker in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the video file for the current programme, but it is automatically updated once you set the start marker in the preview window and confirm changes. If you don't set the Fade-In value, the programme will be played from the very beginning of the file (this is normal unless you want to cut blank areas).

- **Fade-Out edit box**

Contains current programme Fade-Out marker in hh:mm:ss:1/10 sec. This value is set to the jingle length when you select the video file for the current programme, but it is automatically updated once you set the Fade-Out value in the preview window and confirm changes. If you don't set the Fade-Out value, the programme will be played until the very end of the file.

- **Create index checkbox**

If MoviejayVX is working with a Stradis card, should you wish to start playing the clip from any desired marker, the card itself needs to generate an index for the current clip. The box will be automatically but only if it is needed to generate the index file, this way it is possible to speed up editing in case the index is not needed (because already created for the current file, or because no start or intermediate markers have been set).

- **Start / End date boxes**

Allow to set broadcasting start / end dates for the current programme: programme is loaded in the play queue anyway, but will be shown in red in the playlist grid. This field is optional: if not specified, the commercial will be broadcasted until the specified end date (if any). To set dates, type directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3)move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **Copy to channel**

Allows to copy this record to another channel's database. Select the destination channel from the drop-down box, then press the button to confirm. If the same record is already in the destination database (from a previous copy operation), then the record is updated with any changes made to the original one, otherwise a new record is appended to the database. To each record is assigned a unique identifier, so in any case duplicated records will be created, this is especially important when a batch copy is performed from the related window, as described later.

- **Report path**

The box contains the filename for the report schema used to print the list of programmes. To load another schema, click on the button to open the standard dialog box.

- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired commercial to locate the first record which matches your criteria.

- **Reports button**

Shows the programme report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the programmes that satisfy your criteria will be printed.

- **Preview button**

Opens the preview window for the current programme, allowing you to set track's Fade-In, Fade-Out and commercial break markers, or simply previewing the selected track off the air. The same window is also used to generate the timeline of video overlays for the current programme.

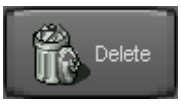
- **New button**

Switches the database to insert mode to add a new programme.

- **Edit button**

Switches the database to edit mode, to edit fields for the current programme.

- **Delete button**



Deletes the currently selected programme. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the video file deletion from the hard disk. When you delete a programme, it will be also automatically removed from any playlist or commercial break where it has been inserted.

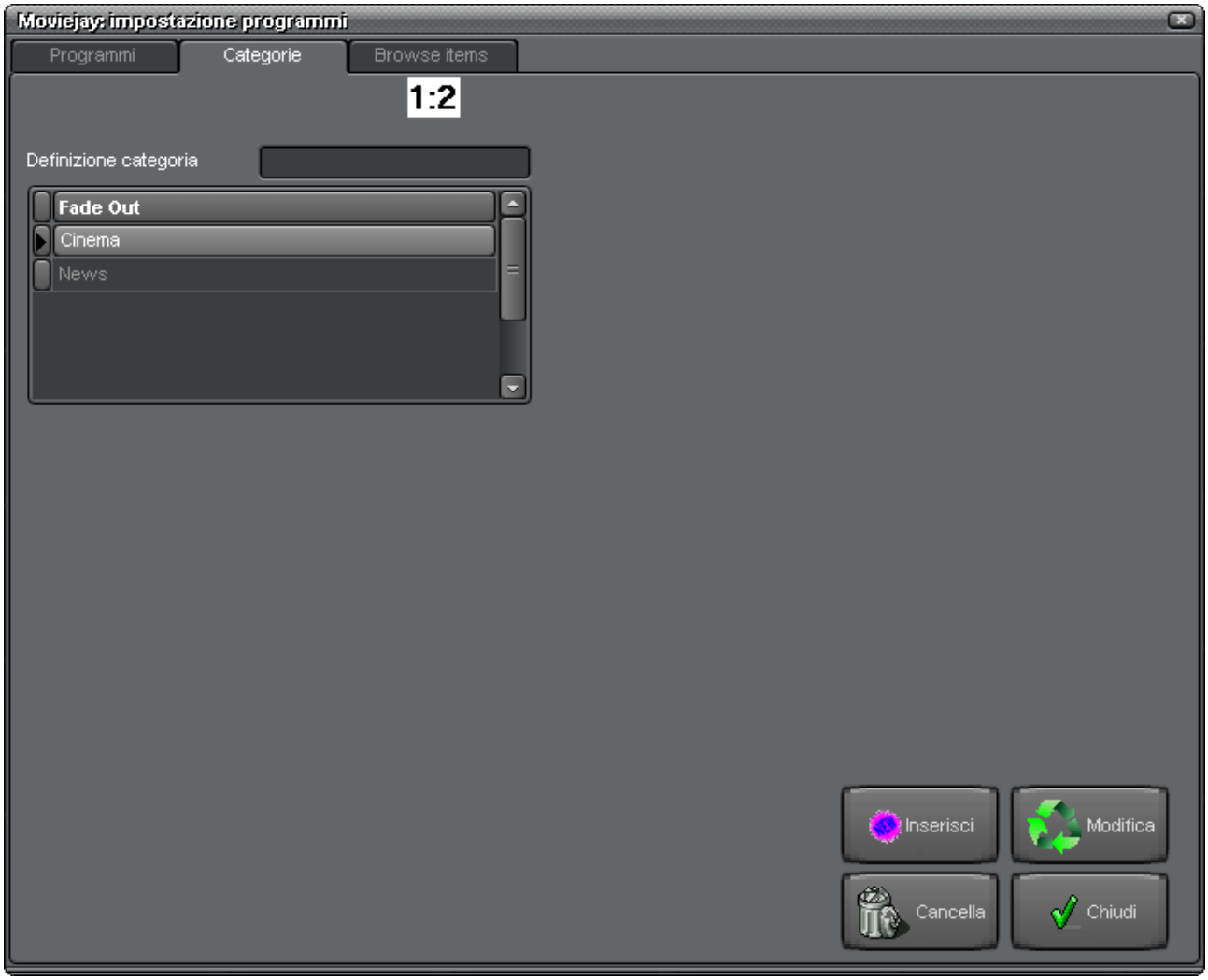
- **Cancel button**

Cancels updates to the current record.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the programmes setup window.

Click on the “Programme types” tab in the upper part of the screen to access to the programme categories management window:



Detailed description

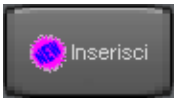
- **Programme type edit box**

Contains the category to be added to the database. Just type it in and press the Insert button.

- **Categories grid**

Contains the list of programme categories in the database. You can navigate the list with the arrows on the right.

- **Insert button**

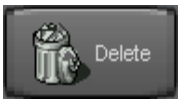


Adds to the database the category typed in the edit box.

- **Edit Button**

Edits the selected category in the database grid according to what typed in the category edit box.

- **Delete button**

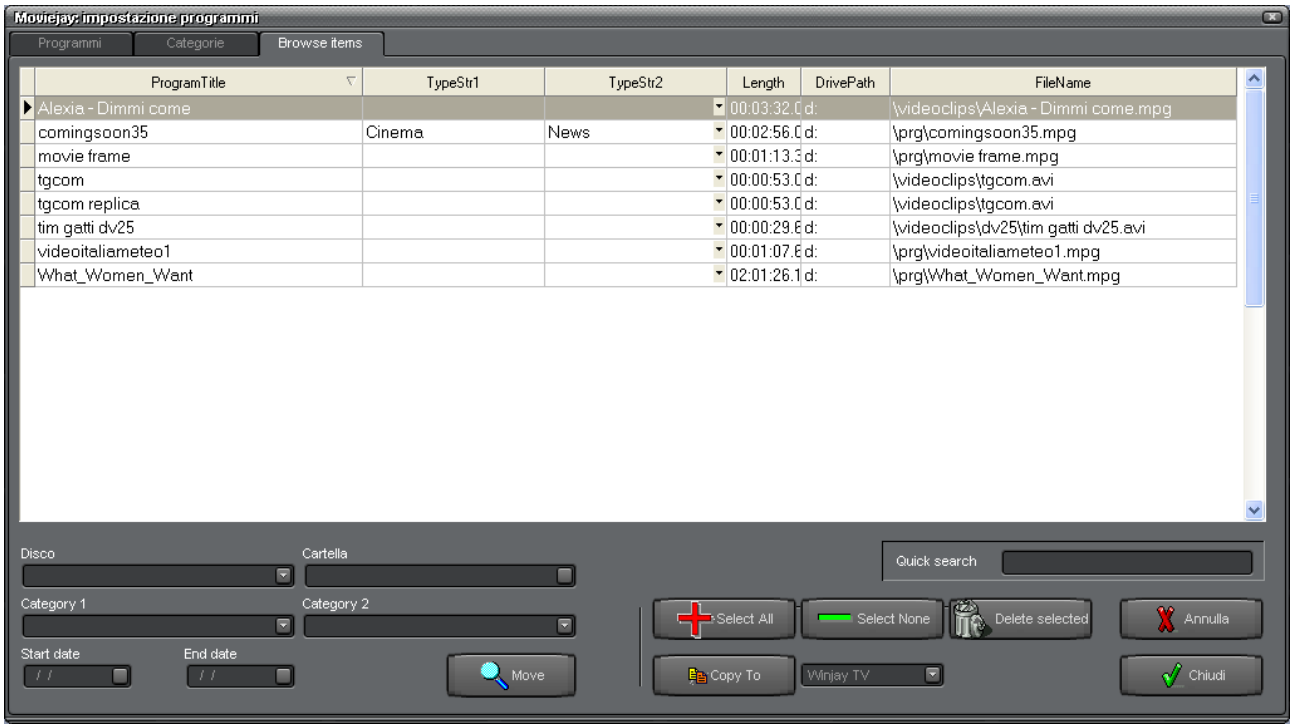


Deletes from the database the currently selected category in the grid.

- **OK button**

Closes the programme categories setup window.

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).



Quickstart

* batch edit settings for several programmes:

4. In the grid containing the list of filed programmes, click the items that you wish to edit; items remain selected also without pressing the Shift or Ctrl buttons on your keyboard. To unselect a programme, just click the same item again. Use the “Select all” and “Select none” buttons to select all the programmes or clear your selection.
5. Edit settings that you wish to change on the selected items, for example scheduling date, categories, etc, while leaving empty all the settings that you don’t wish to change.
6. Press the Apply button to confirm.

* batch copy programmes to another channel:

4. As above, select the programmes that you wish to edit.
5. Select the destination database (channel) that you wish to copy your programmes to.
6. Press the “Copy to” button to confirm.

* batch delete programmes:

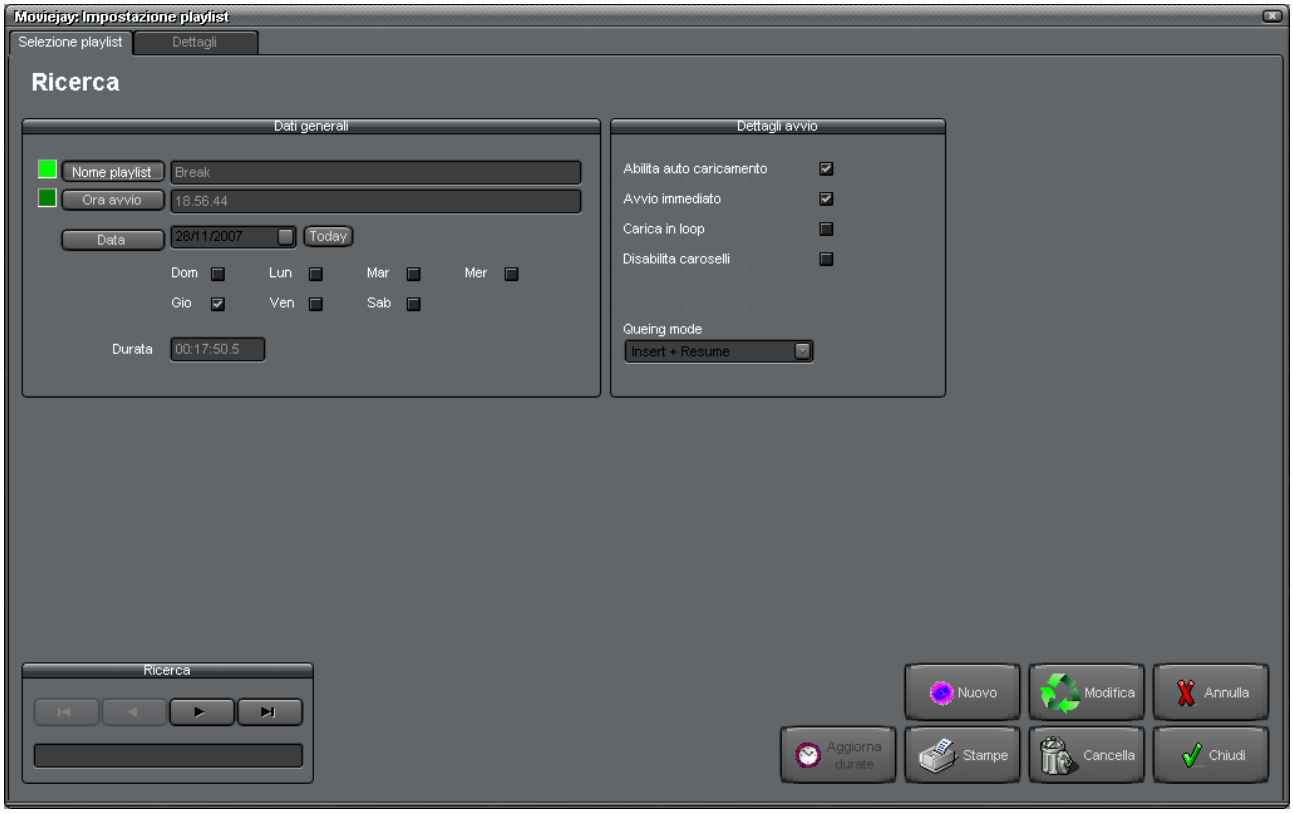
3. As above, select the programmes that you wish to delete.
4. Press the “Delete selected” button to confirm.

Troubleshooting:

- You can also add a new programme into the database with a simple drag-and-drop, just drag a clip from Windows’ Explorer (or other applications) and drop to this window. The database is switched into Insert mode so you can add required informations into related fields. When finished with editing, just press the OK button to confirm edits.

- Both nationalities and categories are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don’t delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different style: any song which had been assigned the old style will show a blank field, which would need to be reassigned to a new one.

The playlists scheduling window



This is the playlists scheduling window, which is recalled from the main setup window to manage the playlists database. Each playlist can hold a virtually unlimited number of clips, random clips, spots, programmes, commercial breaks, external feeds etc. or any combination of the above. Playlists can be fired manually in live-assist operations, or automatically on the scheduled time and day of week. Playlists may also be played in loop mode, so you'll never risk to rest without anything on the air just because your schedule was too short!

The "playlist selection" window contains a group of boxes with the relevant data concerning the current playlists such as denomination, auto fire time and days, auto-fire switches, etc. Pressing the details tab, a grid with the list of items contained in the current playlist is shown, as well as a group of controls allowing to edit the contents of the current playlist.

Quickstart (setting up a playlist):

In the following example we'll add to the database a quite complex playlist which will be automatically started on Sunday and Tuesday at 10.00.00 AM. Such complexity will rarely be needed, but you'll find here a bunch of examples to satisfy any possible need. Of course, you cannot add/remove items when database is in browse mode, but you must first enter insert or edit mode depending on your needs.

1. Press the New button to enter insert mode.
2. Enter the playlist name in the edit box, enter 10.00.00 as start time and check Sun and Tue boxes in the start days group.
3. Click on the "details" tab to see the playlist contents grid, which will be of course empty.
4. We are now going to add a clip: in the lower area of the screen, select the "clips" category from the drop-down box, then click the Add button to open the clips database management window. Browse the database for the desired clip, then click on the "OK" button to confirm. You'll see your clip in the upper grid, meaning it has been added to the playlist.
5. We are now going to add a programme: in the lower area of the screen, select the "programmes" category from the drop-down box, then click the Add button to open the programmes database management window. Browse the database for the desired item, then click on the "OK" button to confirm. You'll see your programme in the upper grid just after the clip added before, meaning it has been added to the playlist.
6. Finally let's add an external feed: in the lower area of the screen, select the "External Line" category from the drop down box, then click on the Add button to open the External Feeds management window. Select your desired channel, enter the desired length for your external event, then click on "OK" to confirm. You'll see your external feed in the upper grid at the end of the playlist.
7. Now we have a playlist with 1) a clip 2) a programme 3) an external feed. This playlist automatically starts on Sunday and Tuesday at 10.00.00 AM (or can be manually started at will) and loops forever until replaced by the next loaded playlist.
8. Repeat the above steps at will to add more items, then switch back on the playlist selection tab and press the OK button to confirm when done.

Detailed description

- **Playlist name edit box**

Contains the name of the current playlist.

- **Start time / Start date edit box**

It is possible to manually load a playlist in the on air queue quite the same way as clips, commercials, etc., but a playlist can also be loaded in a fully automatic way on a scheduled time and day of week.

Loading mode (by date or by days of week) must be done from Hardware settings window, in the “playlist mode” field.

This box contains the auto-start time and auto-start date or alternatively the days of week for the current playlist. Check the box(es) corresponding to the desired auto-start days, and uncheck the others.

- **Length edit box**

Contains current playlist length in hh:mm:ss:1/10 sec. This value is automatically calculated when you add/remove items. Of course, random selections are NOT included!

- **Auto loading enable checkbox**

If checked, this playlist will be automatically fired according to the scheduled start time and days of week. Otherwise, you can only load it manually from the on-air module.

- **Enable Instant start checkbox**

If checked, this playlist will be fired as soon as it is been loaded in the play queue. Otherwise, it will wait for the end of the track currently in air.

- **Enable loop mode checkbox**

If unchecked, the playlist will play only once, then the on-air queue will empty, unless another playlist is loaded.
If checked, the playlist, when loaded on the on-air queue, will replace the old one (if any) and will be looped i.e. will start again from beginning when the last item has been played on the air.

- **Disabile breaks checkbox**

Unless commercial breaks programming is disabled from the Hardware and Misc window, breaks will be automatically loaded in the on-air queue according to their scheduled time. If you wish instead to schedule your breaks manually into the playlist (preferred option) then you should check this option, to avoid duplicate loadings.

- **Queing mode**

Sets how the playlist will be loaded into the play queue:
- Enqueue: playlist will be loaded at the end of the play queue, this is the default option.
- Insert: playlist is inserted into the play queue in the first play slot (Play 1), all other clips are queued down.
- Replace: playlist is loaded into the play queue in the first play slot (Play 1), all other clips are removed.
- Insert + resume: this mode only works when the playlist has the “instant fire” flag enabled. The playlist is loaded into the first play slot (Play 1) and is fired immediately. The clip currently playing is interrupted but is loaded again at the end of the playlist, from the same position reached in the first instance. For example, if the clip was 1 hour long, and was breaked at 25th min, will start again from 25th. This mode turns useful should you wish to break any programming at an exact time with advertising, etc.

- **Copy to channel**

Allows to copy this playlist to another channel’s database. Select the destination channel from the drop-down box, then press the button to confirm. If the same playlist is already in the destination database (from a previous copy operation), then the playlist is updated with any changes made to the original one, otherwise a new record is appended to the database. To each record is assigned a unique identifier, so in no case duplicated records will be created.

- **Report path**

The box contains the filename for the report schema used to print the list of playlists. To load another schema, click on the button to open the standard dialog box.

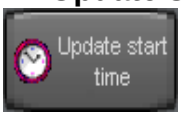
- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired playlist to locate the first record which matches your criteria.

- **Update start times button**



Forces update of events' length (programmes, commercial breaks, etc.) into the current playlist according to any changes made.

- **Reports button**

Shows the playlists report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the playlists that satisfy your criteria will be printed.

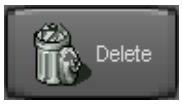
- **New button**

Switches the database to insert mode to add a new playlist.

- **Edit button**

Switches the database to edit mode, to edit fields for the current playlist.

- **Delete button**



Deletes the currently selected playlist. A dialog box will appear asking you to confirm playlist deletion. When you delete a playlist, it will be also automatically removed from any other playlist where it has been inserted. Of course, any item included in the current playlist (clip, commercial, etc.) will be left intact in the corresponding database.

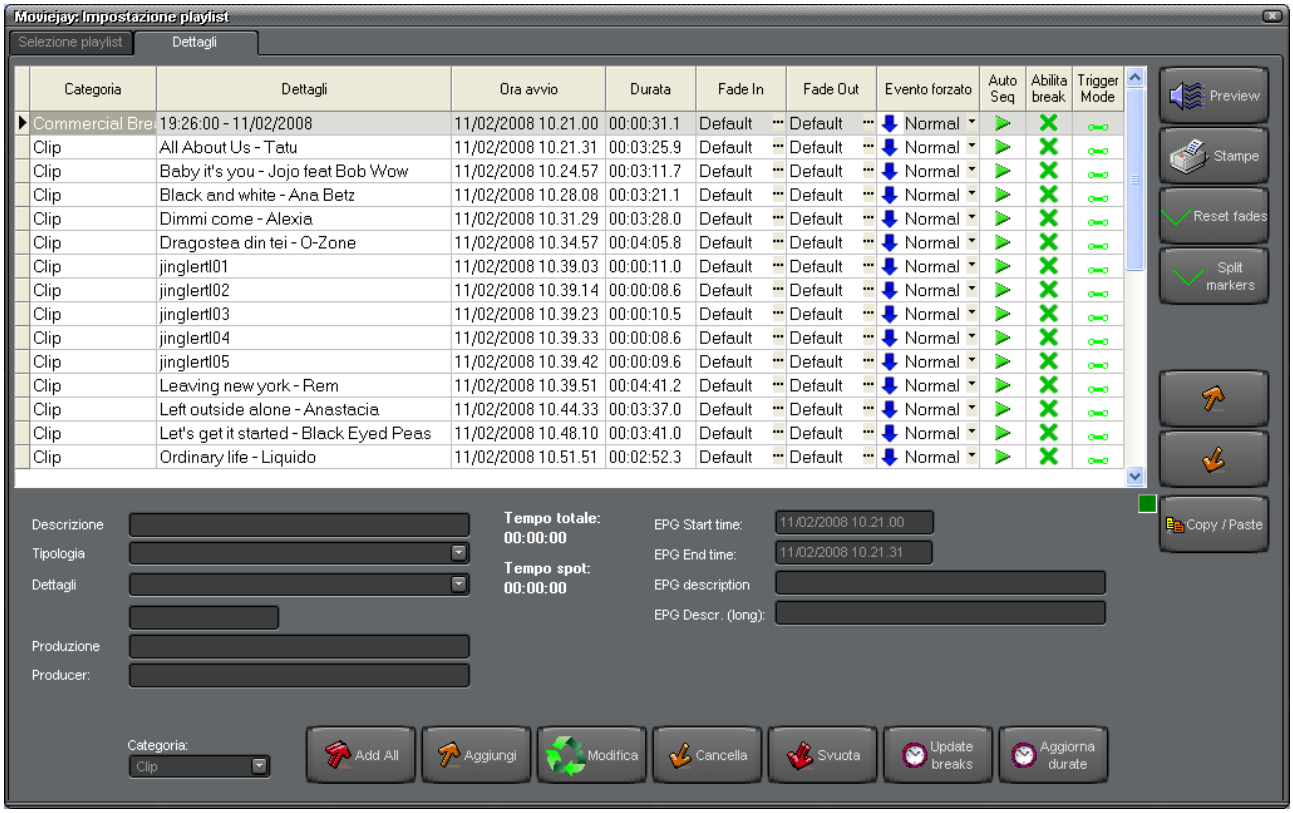
- **Cancel button**

Cancels updates to the current playlist.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the playlist setup window.

Pressing the details tab, in the upper area you'll see another page with playlist details and a group of buttons targeted to playlist editing:


Moviejay: Impostazione playlist
Selezione playlist
Dettagli
Categoria
Dettagli
Ora avvio
Durata
Fade In
Fade Out
Evento forzato
Auto Seq
Abilita break
Trigger Mode
Commercial Bre 19:26:00 - 11/02/2008 11/02/2008 10.21.00 00:00:31.1 Default Default Normal
Clip All About Us - Tatu 11/02/2008 10.21.31 00:03:25.9 Default Default Normal
Clip Baby it's you - Jojo feat Bob Wow 11/02/2008 10.24.57 00:03:11.7 Default Default Normal
Clip Black and white - Ana Betz 11/02/2008 10.28.08 00:03:21.1 Default Default Normal
Clip Dimmi come - Alexia 11/02/2008 10.31.29 00:03:28.0 Default Default Normal
Clip Dragostea din tei - O-Zone 11/02/2008 10.34.57 00:04:05.8 Default Default Normal
Clip jinglertl01 11/02/2008 10.39.03 00:00:11.0 Default Default Normal
Clip jinglertl02 11/02/2008 10.39.14 00:00:08.6 Default Default Normal
Clip jinglertl03 11/02/2008 10.39.23 00:00:10.5 Default Default Normal
Clip jinglertl04 11/02/2008 10.39.33 00:00:08.6 Default Default Normal
Clip jinglertl05 11/02/2008 10.39.42 00:00:09.6 Default Default Normal
Clip Leaving new york - Rem 11/02/2008 10.39.51 00:04:41.2 Default Default Normal
Clip Left outside alone - Anastacia 11/02/2008 10.44.33 00:03:37.0 Default Default Normal
Clip Let's get it started - Black Eyed Peas 11/02/2008 10.48.10 00:03:41.0 Default Default Normal
Clip Ordinary life - Liquido 11/02/2008 10.51.51 00:02:52.3 Default Default Normal
Preview
Stampe
Reset fades
Split markers
Copy / Paste
Descrizione
Tipologia
Dettagli
Produzione
Producer:
Tempo totale: 00:00:00
Tempo spot: 00:00:00
EPG Start time: 11/02/2008 10.21.00
EPG End time: 11/02/2008 10.21.31
EPG description
EPG Descr. (long):
Categoria:
Clip
Add All
Aggiungi
Modifica
Cancella
Svuota
Update breaks
Aggiorna durate

The grid shows the full list of the video tracks contained in the selected playlist. The first column shows the item type (clip, commercial, programme, etc.); the second column shows details such as clip or commercial title, the 3rd one the scheduled start time for the related item, which is calculated on the start time for the current playlist plus the duration of the previous tracks: this turns useful to know the approximate start time of a particular item in the playlist. The 4th column shows the item length, while 5th and 6th columns show the Fade-In and Fade-Out markers set for the corresponding item.

Meaning of the icons in the 7th column (Force Mode)

Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.

Skip mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped and this one will be queued just after the clip on the air now. This way, should the playlist accumulates delay, we may recover some of the delay.

Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.

Should you wish to force an event at a your favourite time:

1. Click on the blue arrow to change the force mode to Skip or Forced
2. Move to the Start Time column and change the start time according to your requirements
3. Click on any other column (for example Details or Fade-In) so that the start time for the items in the playlist will be updated according to the forced event.

Meaning of the icons in the 8th column (Auto sequence)

When this clip is over, the next one in the play queue will be automatically started. This is the default behaviour.

When this clip is over, the on-air module stops the play queue and waits for the operator Play. This may be the case of an External Feed event for which we cannot guess the exact duration (for example, a live show).

Meaning of the icons in the 9th column (Allow breaks)

Indicates that, if it's time for a commercial break, the break may be appended to this item.

If it's time for a commercial break, the break waits for the first available slot in the playlist.

10) Enable trigger

If the item into the playlist is currently on air when a trigger is received, the trigger is considered valid. So for example, if the corresponding trigger is set to fire "Play", the clip currently on the air is breaked and the playlist skips to the next clip into the queue.

If the item into the playlist is currently on air when a trigger is received, the trigger is igoned. This setting turns useful should you wish to continue local programming even if a trigger is received.

MoviejayVX automatically checks playlist items, so any invalid item (clips, commercials and programmes without a corresponding file on disk, commercials out of their start-stop date) will appear red and underlined.

E' possibile scorrere l'elenco verso l'alto o il basso utilizzando le freccette o la barra di scorrimento a destra dello stesso.

Nell'area sottostante la griglia sono presenti delle ulteriori caselle che riportano i dati relativi a descrizione, tipologia, dettagli, produzione e note relativi a ciascun elemento in playlist, dati inseriti automaticamente nella compilazione del giornale di stazione ministeriale. Nella fase di stesura della playlist, tali informazioni sono recuperate dai record via via inseriti in playlist (es. clip, programmi, etc.), è tuttavia opzionalmente possibile effettuare le variazioni desiderate compilando manualmente i box di editing.

Al centro, è riportato il calcolo della durata totale degli spot pubblicitari e delle televendite nella playlist in memoria, aggiornato in tempo reale all'inserimento o cancellazione di nuovi clip.

A destra sono presenti delle caselle che riportano i dati relativi alle informazioni EPG da inviare all'encoder relativamente al clip in scaletta. L'ora di inizio e fine programmazione

sono calcolate automaticamente in fase di editing della playlist, mentre titolo EPG e descrizione estesa sono dedotti dai rispettivi campi del database programmi. E' tuttavia opzionalmente possibile effettuare le variazioni desiderate compilando manualmente i box, per esempio nel caso di linee esterne in cui occorre necessariamente specificare una descrizione.

- **Preview button**

Opens the preview window for the current programme, allowing you to set track's Fade-In and Fade-Out markers, or simply previewing the selected track off the air. This way, you may edit markers for the corresponding instance of this item in the current playlist, please note that default markers set in the database are left untouched.

- **Reset Fades button**

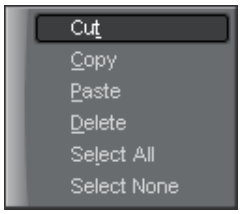
Should fade markers have been changed for the highlighted item in the playlist, this button resets fade values to the default ones set in the corresponding database.

- **Split markers button**

If the highlighted item in the playlist is a programme, and commercial breaks marker have been set for this programme, this button splits the item into its corresponding parts, which will be shown as 1/10 – 2/10, etc.

- **Copy / Paste button**

Press the copy/paste button to enable copy/paste features on playlist items. The indicator will turn on, to show that the feature is enabled. This is a two-state button, to disable copy/paste just press this button again. To perform a copy/paste:



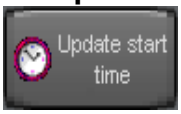
- select desired items into the playlist (keep Ctrl key pressed to multi select)
- Right-click on the playlist grid and select the desired feature from the menu, for example Copy
- Move the cursor into the playlist, where you want to paste the selected items, then right-click again and select the Paste feature.

Simply proceed in the same way for other features offered.

- **Pulsante Quick Save**

Click on this button to perform a playlist quick save when editing, without having to switch to the main playlist selection window.

- **Update start times button**



Forces update of events' length (programmes, commercial breaks, etc.) into the current playlist according to any changes made, for example after editing playlist firing time.

- **Update breaks button**

Allows to replace existing commercial breaks contained into the playlist with their equivalent ones (ie. same schedule time) but from a different date. For example should you wish to reschedule the 12/12/2007 playlist to 13/12/2007, just type the new date into the box and press this button to replace all the existing breaks with the equivalent for 13/12/2007. You can also select only required breaks so other will be left unchanged.

- **Reports button**

Shows the playlist report print preview window. This will print a list of the items which constitutes the current playlist.

- **Up/Down buttons**

Press one of these buttons to shift one step up or down the selected item in the playlist. If you keep the buttons pressed, an auto-repeat feature will be automatically activated (like pressing the button again and again). You can also move items up or down in the playlist with a simple drag-and-drop operation: highlight the desired item and drag it to the new position before releasing the mouse button.

- **Load XML**

Press this button to import the playlist from XML file. Click on the button, and use the standard dialog to browse your disk for the desired file.

- **Report path**

The box contains the filename for the report schema used to print the list of items contained in the current playlist. To load another schema, click on the button to open the standard dialog box.

- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Add/Remove buttons**

Once you select the database to browse from the "Category" box on the left, use this group of arrow buttons in the bottom of the screen to add or delete items to/from the current playlist. From left to right, the first button (double red up arrow) adds to the playlist all items contained in the selected database, the second button (orange up arrow) opens the selected database management window, to let you browse the database for the desired item, the middle button replaces the highlighted item in the playlist with the selected item from the database, the 4th button (orange down arrow) deletes the highlighted item in the playlist grid, and the last button (double red down arrow) empties the playlist.

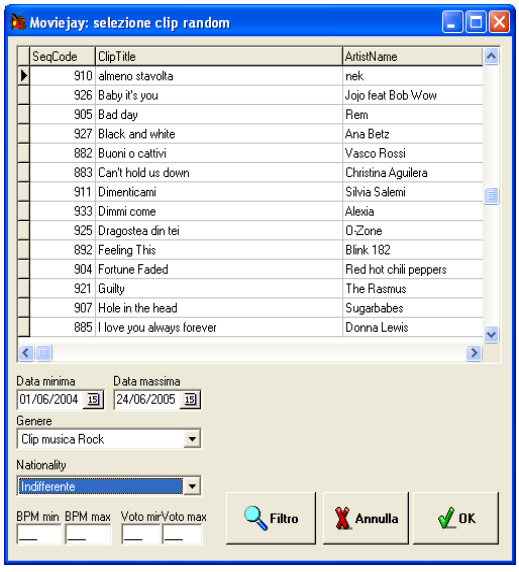
Please note that a playlist may contain as well other playlists or commercial breaks, this is of great help when compiling your daily scheduling.

- **Select item type box**

The drop-down box located at the left of the add/remove buttons allows to select the database (clips, programmes, commercials, etc.) to browse for the selected item to add into the playlist. When you press the "Add" button, a specific window is opened according to the selected item:

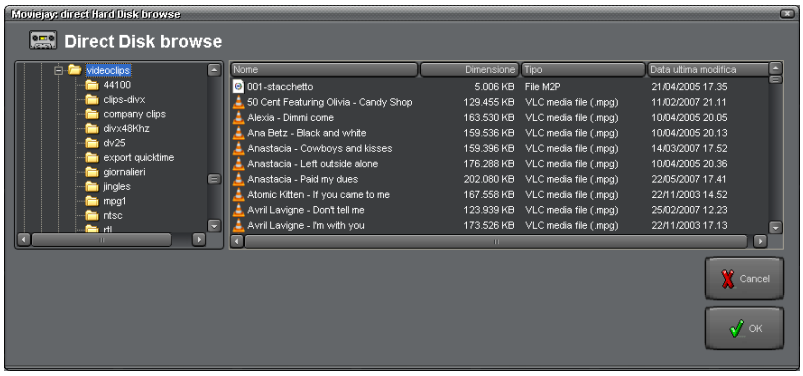
1. Clip: opens the clip database, which you can browse to select the desired item. Once the clips' database window is opened, you can also click on the "browse items" tab and select more clips at once. Once you click the OK to confirm, the selected clips are added to the playlist.

2. Random clip: opens the random clip selection window, that allows to set filter criteria for random selections. Set desired criteria like minimum and maximum date, style, nationality, etc. then press the "Filter" button to show only matching clips, and finally confirm with OK. A random clip with the specified criteria is added to the playlist.

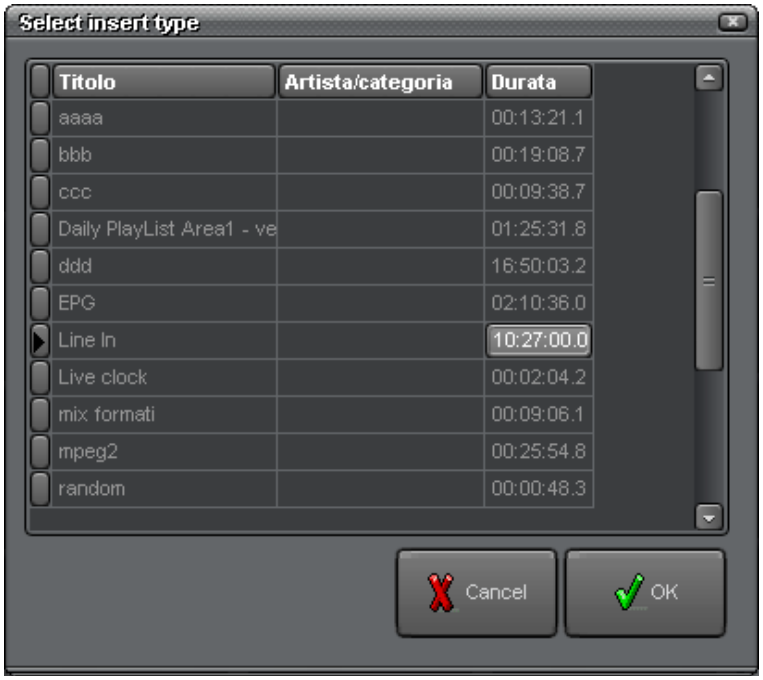

Moviejay: selezione clip random
SeqCode ClipTitle ArtistName
910 almeno stavolta nek
926 Baby it's you Jojo feat Bob Wow
905 Bad day Rem
927 Black and white Ana Betz
882 Buoni o cattivi Vasco Rossi
883 Can't hold us down Christina Aguilera
911 Dimenticami Silvia Salemi
933 Dimmi come Alexia
925 Dragostea din tei O-Zone
892 Feeling This Blink 182
904 Fortune Faded Red hot chili peppers
921 Guilty The Rasmus
907 Hole in the head Sugarbabes
885 I love you always forever Donna Lewis
Data minima 01/06/2004
Data massima 24/06/2005
Genere
Clip musica Rock
Nationality
Indifferente
BPM min BPM max Voto min Voto max
Filtro
Annulla
OK

3. Commercials: opens the commercials database, which you can browse to select the desired item. Once the commercials' database window is opened, you can also click on the "browse items" tab and select more items at once. Once you click the OK to confirm, the selected commercials are added to the playlist.

4. Hard Disk Clip: opens the window which allows to directly select a clip from the Hard Disk. Select the folder from the window on the left, highlight one or more clips (with the help of Ctrl and Shift keys) from the window on the right, then click the OK button or double click on the clip to confirm.


Moviejay: direct hard Disk browse
Direct Disk browse
Videoclips
44100
clips-divx
company clips
divx48Khz
dv25
export quicktime
giornalieri
jingles
mpg1
ntsc
rtl
Nome
Dimensione
Tipo
Data ultima modifica
001-stacchetto 5.006 KB File M2P 21/04/2005 17.35
50 Cent Featuring Olivia - Candy Shop 129.455 KB VLC media file (.mpg) 11/02/2007 21.11
Alexia - Dimmi come 163.530 KB VLC media file (.mpg) 10/04/2005 20.05
Ana Betz - Black and white 159.536 KB VLC media file (.mpg) 10/04/2005 20.13
Anastacia - Cowboys and kisses 159.396 KB VLC media file (.mpg) 14/03/2007 17.52
Anastacia - Left outside alone 176.288 KB VLC media file (.mpg) 10/04/2005 20.36
Anastacia - Paid my dues 202.080 KB VLC media file (.mpg) 22/05/2007 17.41
Atomic Kitten - If you came to me 167.558 KB VLC media file (.mpg) 22/11/2003 14.52
Avril Lavigne - Don't tell me 123.939 KB VLC media file (.mpg) 25/02/2007 12.23
Avril Lavigne - I'm with you 173.526 KB VLC media file (.mpg) 22/11/2003 17.13
Cancel
OK

5. Playlist: opens the playlist selection window, that allows to add the contents of another playlist into the playlist currently being edited. Select the desired playlist, then press the OK button to confirm.

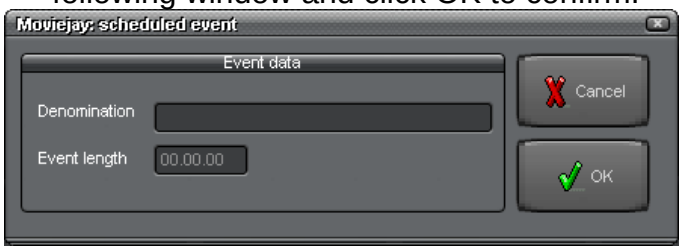


6. External Line: opens the external feeds database, which you can browse to select the desired item.

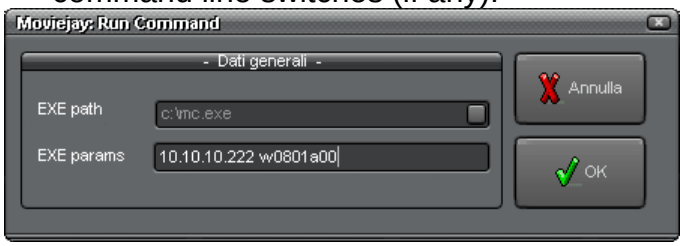
7. Programmes: opens the programmes database, which you can browse to select the desired item. Once the programmes' database window is opened, you can also click on the "browse items" tab and select more items at once. Once you click the OK to confirm, the selected programmes are added to the playlist.

8. Commercial Break: opens the commercial breaks database, which you can browse to select the desired break.

9. Scheduled event: allows to insert into the schedule an empty event as filler, for example a programme for which you already know an approximate duration but it is still not ready. Fill the required informations (denomination and length) into the following window and click OK to confirm.



10. Run command: allows to insert into the schedule firing of an external command as COM, EXE or BAT (for example switching of DVB-T encoder). The first box contains the EXE path, which you can type directly or browse with the button, the other box sets command line switches (if any).



11. Still image: opens the logo databases, which you can browse to select a picture to be displayed as slide-show. Set the event length into the related box, then press the OK button to confirm.

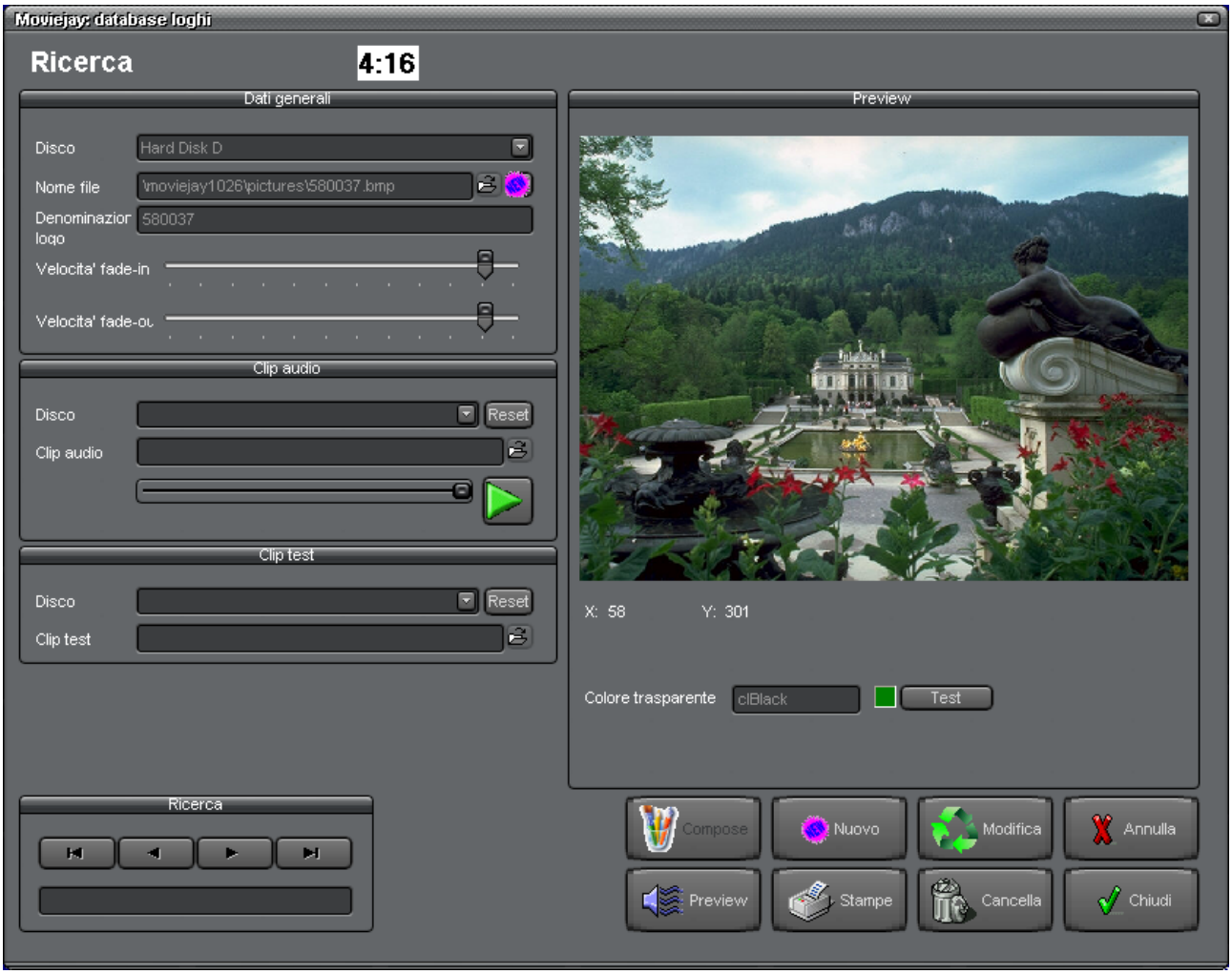
12. Music bed: For Stradis cards only, it is possible to add a music bed (WAV or MP3 file) on top of the slide-show. Select the folder from the window on the left, highlight a track, then click the OK button or double click on the track to confirm.

13. Live clock: for Stradis cards only, allows to add into the playlist an analogue clock feature. You need to select the clip which will be used as background, the event length, and the clock position. When using the multiformat playout engine, we suggest to use clocks made as Flash animation overlay (i.e. add the animation into the logos database then schedule the animation into a clip's timeline).

Troubleshooting:

- A playlist which loads in loop mode must contain at least two items. Otherwise it may not work correctly when loaded in the on air window!
- The on-air module searches for the following scheduled playlist in 1 minute interval: for such a reason, start time of playlists programmed for the same day of the week must be distanced at least 1 minute + value of the spot forewarning time (in seconds), otherwise the next playlist may not be loaded in the queue.
- If a commercial break is loaded in the queue, any playlist loaded in the meantime is automatically queued after the last track of the break.
- If the queue contains tracks belonging to other playlists (replace or insert mode), these are automatically removed from the queue when the new playlist is loaded in loop mode.

The logo overlays database management window



This is the logo overlays management window which is recalled from the main setup window to manage the logos database. These pictures will be used to overlay text and graphics on the clips played on the air.

Quickstart (adding a logo to the database):

1. Press the New button to enter insert mode.
2. Select the disk from the drop-down list, then browse your hard disk for the desired picture using the “open” icon to the right of the file name box.
3. If needed, edit the picture name in the corresponding edit box
4. In the “Test Clip” group, specify disk and file name of your favourite clip to use for previewing the overlay of the current logo.
5. Press the OK button to confirm when done.

Detailed description

- **Disk combo box**

Contains the hard disk name where the picture corresponding to the current logo has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store your files, use the disks setup window.

- **File name edit box**

Contains the file name of the current logo, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired file file.

- **Logo name edit box**

Contains current logo denomination.

- **Fade In Speed slider**

This slider sets the fade-in speed for the selected overlay (currently implemented on Stradis cards only.

- **Fade Out Speed slider**

This slider sets the fade-out speed for the selected overlay (currently implemented on Stradis cards only.

- **Audio Clip section – Disk and Filename box (*feature not yet implemented)**

This section allows to select an audio clip which will be automatically played together when the logo is started (for example a “ding” to catch viewers attention when firing a sponsors’ logo, etc). Select the Hard Disk, then browse the folders to select the required audio clip.

- **Test Clip section**

As above, use the Disk and Filename boxes to specify a path to a clip to use for previewing the overlay of the current logo into the preview window.

- **Event details section – Event length box**

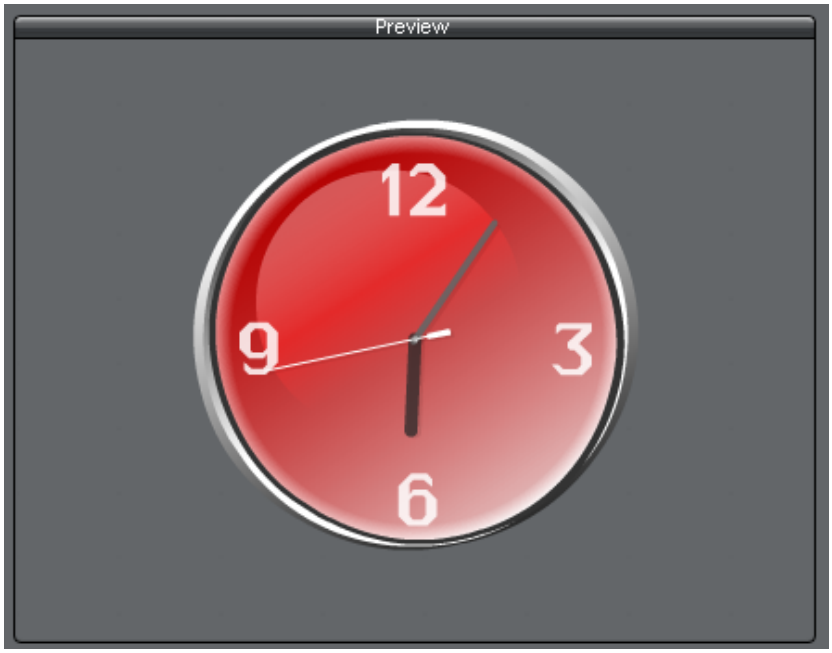
If this window is recalled from playlist scheduling window to add a picture into the slide-show, this box allows to specify the event length. The OK button is enabled only if event length is set (not zero).

- **Event details section – Transition mode box**

As above, if this window is recalled from playlist scheduling window to add a picture into the slide-show, this box allows to specify the picture transition mode (currently works only on Stradis cards):

NO TRANSITION: no transition
WIPE_DOWN: the new picture wipes from top to bottom
WIPE_UP: the new picture wipes from bottom to top
LINE DISSOLVE: the new pictures dissolves the previous based on random lines

- **Preview section**



This section shows the preview for the selected logo or Flash animation.

- **Report path**

The box contains the filename for the report schema used to print the list of programmes. To load another schema, click on the button to open the standard dialog box.

- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired logo to locate the first record which matches your criteria.

- **Reports button**

Shows the logos report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the programmes that satisfy your criteria will be printed.

- **Preview button**

Opens the preview window which allows to preview the current logo overlayed to the clip set in the “Test Clip” section. While in the preview window, a set of controls allows to edit all settings (transparency, position, size, etc.) as described in the preview window section.

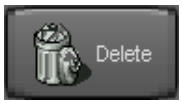
- **New button**

Switches the database to insert mode to add a new logo.

- **Edit button**

Switches the database to edit mode, to edit details for the current logo.

- **Delete button**



Deletes the currently selected logo. You’ll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the picture file deletion from the hard disk.

- **Cancel button**

Cancels updates to the current record.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the logos setup window.

The clip palette management window

This is the clip palette management window: it is called from the main setup window to manage the clip palettes archive. Each palette contains up to 12 clips and/or logo overlays, and each of them may be instantly fired from the on-air window. You can create a virtually unlimited number of palettes according to your programming environment, without any imposed limits.

From top to bottom of the screen, you'll find:

- Indications for the current palette number and name, and the search box, to locate the desired archived palettes. Pressing the details tab, a grid with the list of the available clips and logos is shown: each button can be assigned to an existing clip or graphic logo.
- A group of 12 buttons, each one corresponding to one of the clips and/or overlay logos contained in the selected palette.
- Another group of buttons to manage additional features and to close the window.

Detailed description

- **Palette number edit box**

Shows the sequence number of the selected palette. You cannot change this value since it's auto-incremented every time a new palette is created. Clips and/or logos contained in the first 4 palettes (totally 48 items) can also be directly recalled from the on air windows pressing function keys (ALT, CTRL, SHIFT +) F1-F12.

- **Palette name edit box**

Contains the name of the selected jingle palette, according to the user setup. You cannot change the name of the first 4 palettes since they correspond to the 4 groups assigned to the function keys on your keyboard.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired logo to locate the first record which matches your criteria.

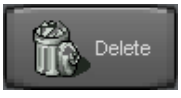
- **New button**

Switches the database to insert mode to add a new clip palette.

- **Edit button**

Switches the database to edit mode, to edit fields for the current clip palette.

- **Delete button**



Deletes the currently selected clip palette. A dialog box will appear asking you to confirm clip palette deletion. Of course, any clip or logo included in the current palette will be left intact in the corresponding database! Note: you cannot delete the first 4 palettes, since they are assigned to function keys F1-F12, <ALT>F1-F12, <CTRL>F1-F12, <SHIFT>F1-F12.

Pressing the details tab, in the upper area you'll see another page containing the clips and logos database grids:

To assign a clip or logo from the database to a button on the clip palette just drag the item from the upper grid and drop it to the desired button in the palette. The button caption and picture preview will be updated accordingly. Repeat the same step for other buttons and press the OK button to confirm when done.

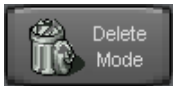
- **Preview button**

Opens the preview window for the current clip, allowing previewing the selected track off the air.

- **Play buttons**

Each button corresponds to a clip and/or logo overlay. Just press a button to fire the corresponding track, whose name is shown on the button itself.

- **Delete mode button**



Click on this button to enter into delete mode. In this mode, when you click a button on the clip palette, the contents are cleared. The indicator will turn on, to show that the feature is enabled. This is a two-state button, click again to switch to normal editing mode.

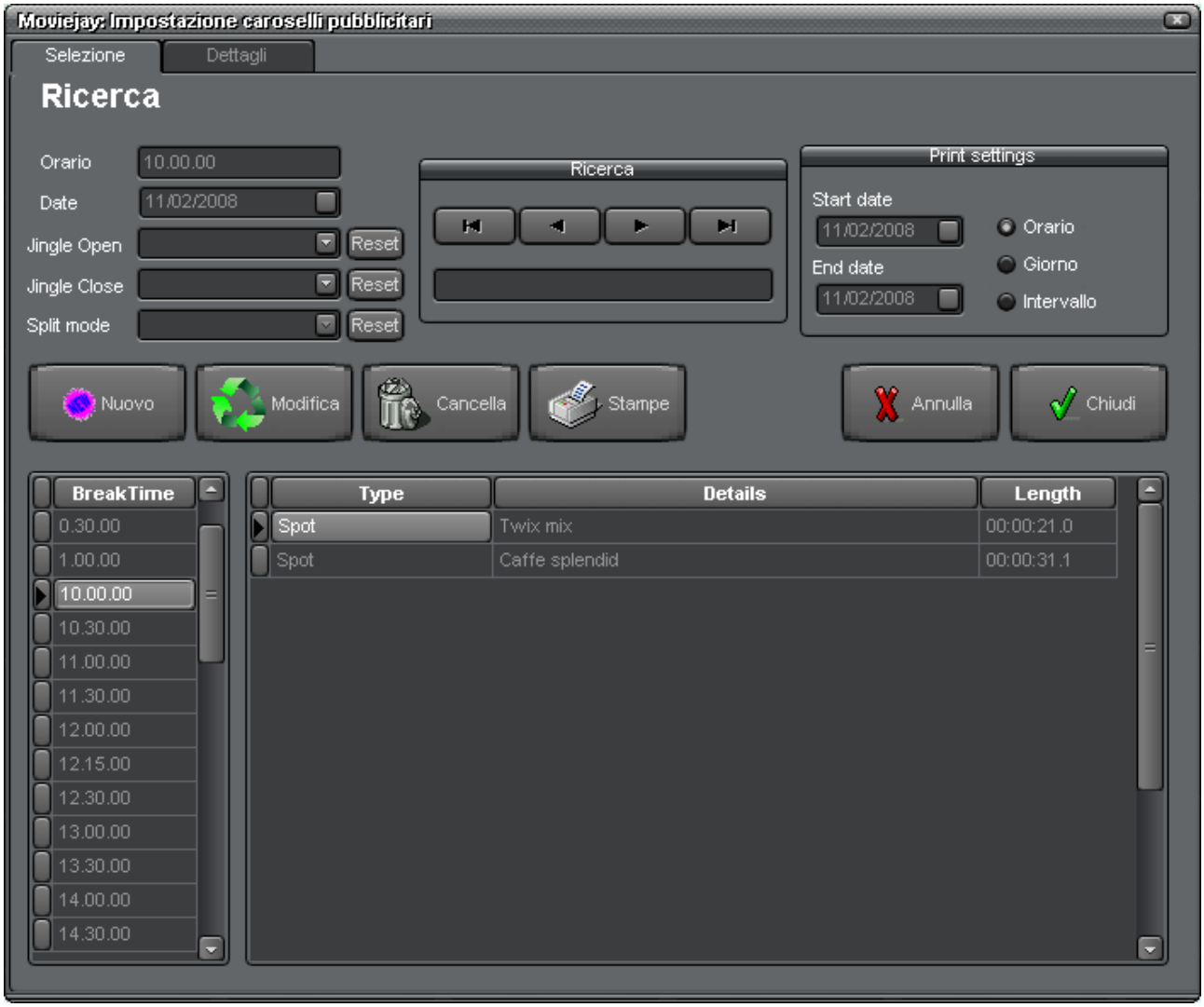
- **Cancel button**

Cancels pending updates and closes the clip palette window.

- **OK button**

Confirms changes when in edit/insert mode and closes the clip palette window.

The commercial breaks scheduling window



This is the commercial breaks setup window: it is called from the main setup window to manage the commercial breaks archive. Each break can hold a virtually unlimited number of clips, programmes and of course, commercials. Commercial breaks may be automatically fired according to their start time or manually added into your daily scheduling, in the playlist section.

From top to bottom of the screen, you'll find:

- An upper area that contains a group of boxes with the relevant data concerning the current commercial break, other than the search box. Pressing the details tab, a grid with the list of items contained in the current break is shown.
- A bottom area that shows songs, jingles, commercials databases from which you select item(s) to include in the break, and a group of buttons to add or delete items to/from the commercial break.

Quickstart (adding a commercial break):

In the following example we'll add to the database a commercial break which will be fired at 10.00.00 AM.

1. Press the New button to enter insert mode.
2. Enter 10.00.00 as start time in the corresponding edit box.
3. If you wish to set opening and closing jingles, use the related drop-down menus.
4. Press the OK button to confirm when done.

Detailed description

- **Start time edit box**

Sets the reference scheduling time in hh.mm.ss for the current break.

- **Date box**

When this window is opened in browse mode from playlist editing, to add a commercial break into the playlist, this box allows to set the date for which you wish to view commercial scheduling. When you click rows (scheduling times) into the bottom-left grid, the other grid to the right will show the playlist related to selected date, and time.

- **Opening Jingle box**

Sets the opening jingle for the current commercial break. This jingle will be automatically added before the list of commercials.

- **Closing Jingle box**

Sets the closing jingle for the current commercial break. This jingle will be automatically added after the list of commercials.

- **Split Area Box**

If the commercial splitting module is used, contains the splitting area for the current commercial break or "Master" for the network area or if the splitting module is not used.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Print schedule**

This box allows to print a report of 1) list of commercials for the current time slot 2) full day or 3) date interval. You just need to select the desired feature, insert the date or date interval and press the Reports button.

- **Length box**

Shows length of the current commercial break in hh:mm:ss:1/10 sec. This value is automatically calculated when you add/remove items.

- **Reports button**

Shows the breaks report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the breaks that satisfy your criteria will be printed.

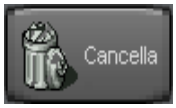
- **New button**

Switches the database to insert mode to add a new commercial break.

- **Edit button**

Switches the database to edit mode, to edit fields for the current commercial break.

- **Delete button**



Deletes the currently selected commercial break. A dialog box will appear asking you to confirm playlist deletion. Of course, any item included in the current break (clip, commercials, etc.) will be left intact in the corresponding database!

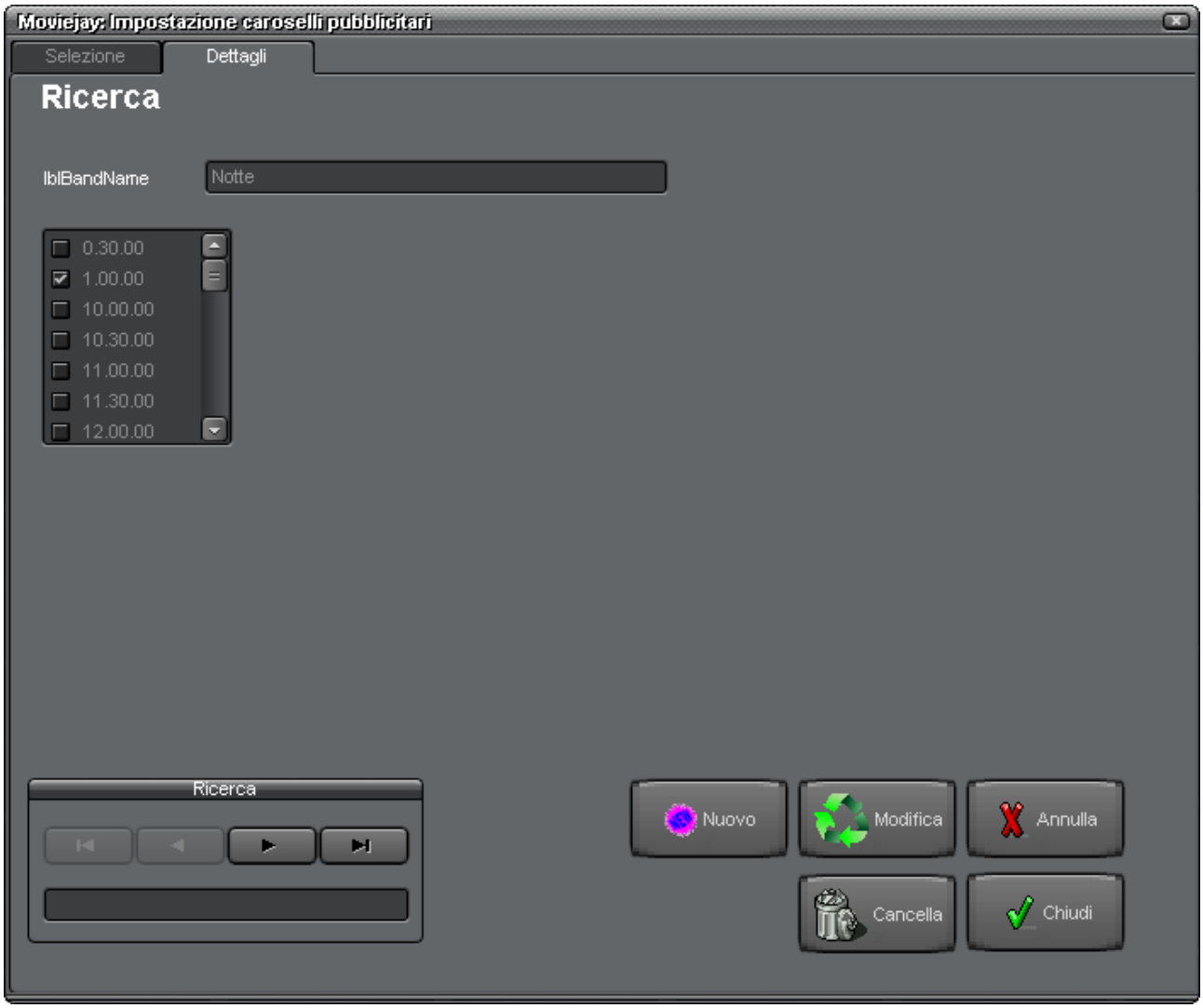
- **Cancel button**

Cancels updates to the current commercial break.

- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the commercial breaks setup window.

Press the details tab to access the page allowing to define groups of commercial breaks (for example morning, evening, showtime, etc.)



Quickstart (adding a new group):

In the following example we'll add to the database a commercial break which will be fired at 10.00.00 AM.

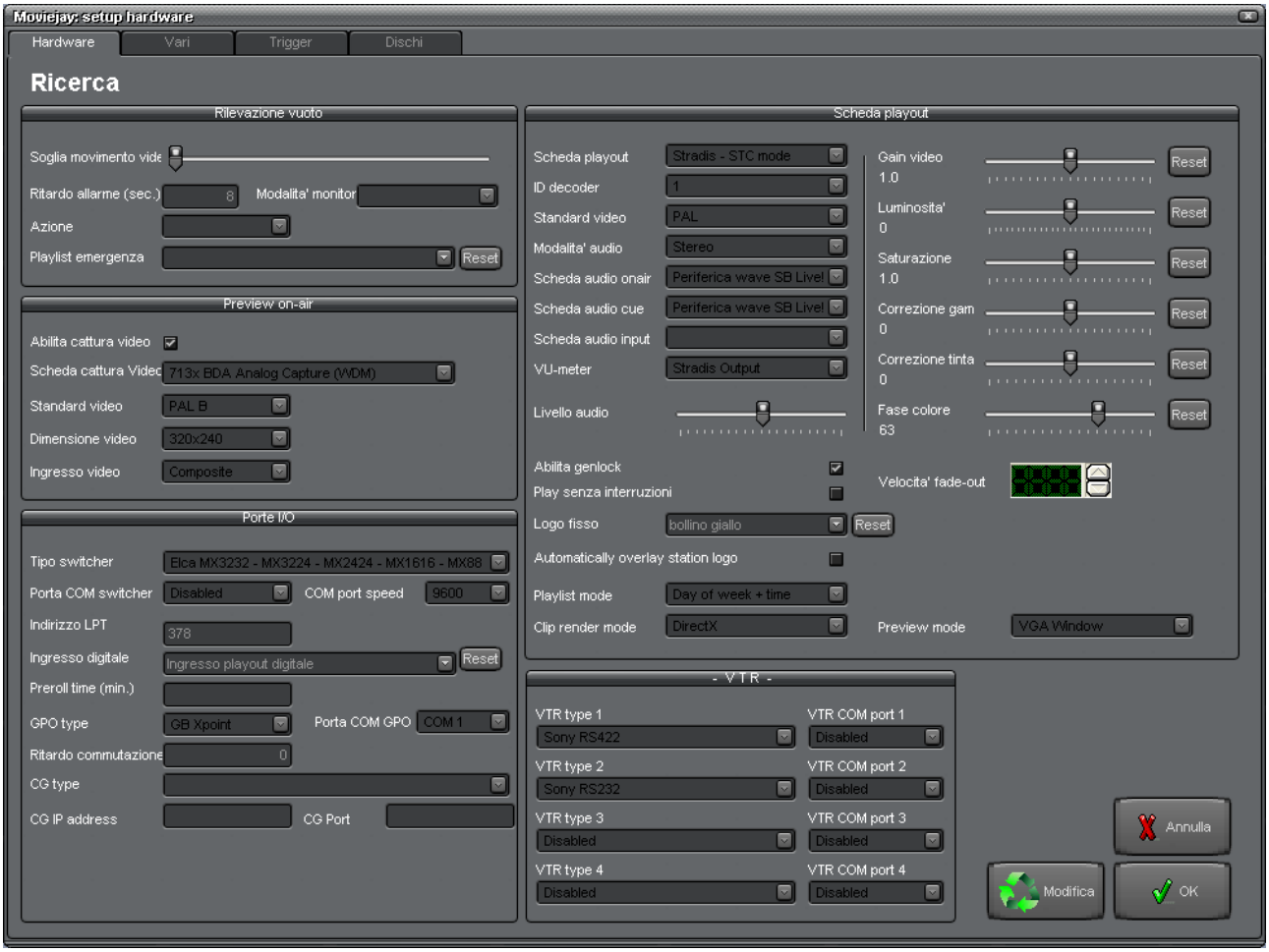
1. Press the New button to enter insert mode.
2. Type a group name in the related box.
3. Check the desired time slots into the list.
4. Press the OK button to confirm when done.

Buttons "New", "Edit", "Update", etc. work exactly like the corresponding buttons described for all other database editing windows. You may just refer to the previous descriptions.

Troubleshooting:

- You cannot have schedule than one commercial break with the same start time. Otherwise an error is raised when you confirm updates to the database.
- It is not possible to insert the same commercial twice in the same break. Also in this case, an error is raised when you confirm updates to the database.
- The on-air module searches for the following scheduled commercial break in 1 minute intervals: for such a reason, breaks schedule time must be distanced at least 1 minute + value of the spot forewarning time (in seconds), otherwise the next break may not be loaded in the queue.
- If a commercial break is loaded in the queue, any playlist loaded in the meantime is automatically queued after the last track of the break (including the opener song, if present).
- If the queue contains tracks belonging to a previously loaded break, these are automatically removed from the queue when the new break is loaded. You may override this feature by setting
  ReplaceBreak=0
  in the moviejay.ini file.

The hardware and misc setup window

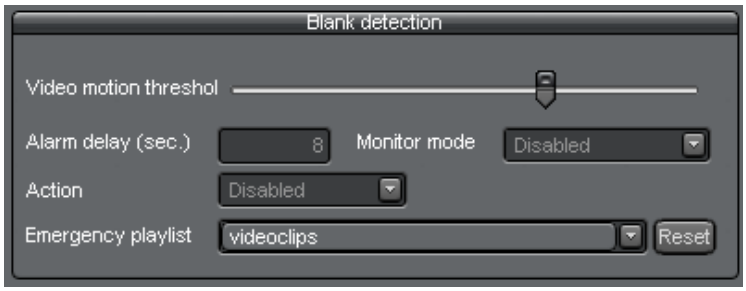


This is the hardware setup window, which is recalled from the main setup window to set various hardware and basic settings (playout cards, video routers, etc).

Please note that, unlike other windows, some settings can't be performed from a LAN workstation (for example, playout cards), so you should run the MoviejayVX Setup directly on the playout server. After changes are completed, it is required to restart the MoviejayVX on-air module.

Detailed description

Blank detection feature



MoviejayVX on-air module includes a live video capture feature which turns useful to watch the live broadcast as well as detecting the overall image motion, for example a satellite feed which may go down because of rainstorm etc. In such an event, MoviejayVX may automatically fire an emergency playlist to carry on your broadcast schedule.

- **Video motion threshold**

The cursor sets the threshold value under which the input signal is considered as “still”, while above the same threshold is considered valid. Setting the slider at about 1/5 of its run has proved appropriate.

- **Alarm delay**

Sets the alarm delay in seconds: when the time is over, the input signal status flips from valid to “still” and the user-set emergency playlist is fired (see below).

- **Monitor mode**

Sets the monitor mode for the motion detector feature:
- Disabled: the motion detector is disabled
- Ibrida: use the blank image and loss of sync detector from CEM Elettronica Ibrida controller
- Motion detector: use Moviejay software based motion detector

- **Action**

Sets the action to undertake when the input signal flips to still image:
- Disabled: no action will be undertaken
- Load Playlist: Moviejay will fire the user-set emergency playlist
- Play: Moviejay will simply fire the next item in the play queue

- **Emergency playlist**

Allows to set the playlist which should be launched in case of emergency, when the input signal is considered as still image for more time than the user-set delay.

Video capture card
MoviejayVX on-air module includes a live video capture feature which turns useful to watch the live broadcast using any DirectX compatible TV card or video capture card.

- **Enable video capture**

Enables the on-air video capture with the associated capture card.

- **Video capture card**

Click on the icon on the right of the edit box and choose one of the available cards from the drop-down list.

- **Analog standard**

Allows to set the analog video standard (PAL, NTSC, etc.) for the video capture card.

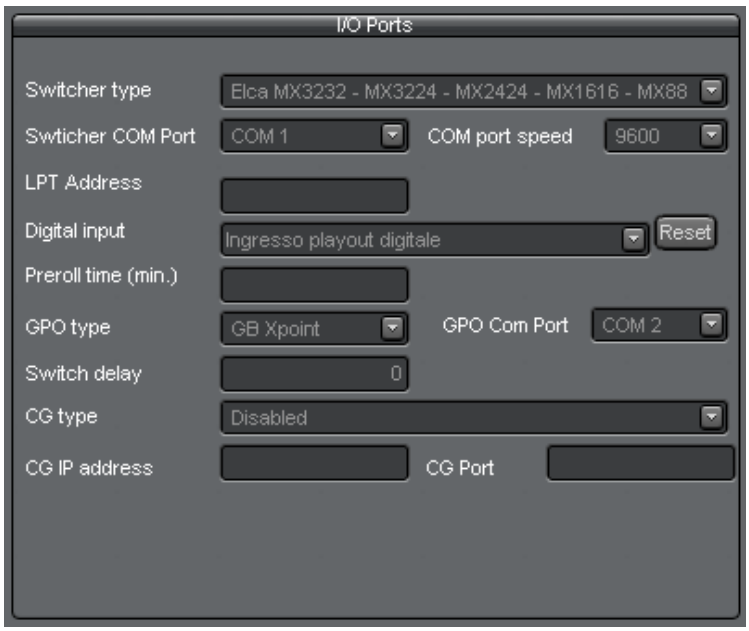
- **Video Size**

Sets the video size for the live video capture window. Usually, a value of 320x240 has proven appropriate. Click on the icon on the right of the edit box and choose one of the available sizes from the drop-down list.

- **Video Input**

Sets the video input channel for the capture card (for example composite or S-Video).

Input/Output devices



- **Switcher type**

Sets the kind of video switcher in use:
- Disabled: No video switcher in use
- GPI: the switcher is driven in GPI mode via the parallel port
- ELCA: drives the Elca SR8P - SR16 - MC2424 - MC 3225 video switchers via RS232
- Elca MX3232 - MX3224 - MX2424 - MX1616 - MX88, for the Elca MX series
- CEM Ibrida: drives the CEM Elettronica Ibrida controller via RS232
- BTS MS16: drives the BTS MS16 via RS232
- Elpro SAVIS204: drives the Elpro SAVIS204 via RS232
- Kramer Protocol2000: as above, for any Protocol2000 compatible Kramer switcher.
- Knox Video RS16x16HB, for the indicated Knox switcher

- **Switcher COM Port**

If you wish to drive your video switcher via RS232, you have to specify the COM Port to use for this purpose.

- **Switcher COM speed**

Here you need to set the COM port speed depending on your video switcher requirements (usually 9600 bps).

- **LPT address**

If you wish to drive your video switcher via GPI, you have to specify the hex addess of the parallel port used for this purpose. For example, $378 for the LPT1, $278 for the LPT2.

- **Digital input**

If a video switcher is used, this box allows to specify the video input to switch when MoviejayVX plays a clip from the Hard Disk. This is of course, the channel where the output from the playout card is connected.

- **VTR preroll time**

Sets how much time in advance (in minutes) the tape seeking process (preroll) will start comparing to the scheduled air time for the VTR event. For example, setting the preroll to 10 minutes, if the VTR event is scheduled at 10.00.00, the preroll will start at 9.50.00. If the value is set to 0, preroll is started as soon as a VTR event is loaded into the play queue.

- **GPO type**

Moviejay allows to drive a relay box via GPO, for example for triggering Play to external DVDs or VCRs. If you wish to drive a GPO, specify the type of devices in this box.

- **GPO COM Port**

Sets the COM Port to use to drive the GPO device.

- **Switch delay**

If a GPO is used to drive video cassette players, you may specify as well a delay time between triggering a relay and switching inputs/outputs on the video switcher. This way, you give the VCR enough time to start playing before actually switching the input to tape.

- **CG type**

MoviejayVX allows to drive an external graphic workstation (Character Generator) to fire titling projects according to a playlist schedule. This box allow to set the software to drive.

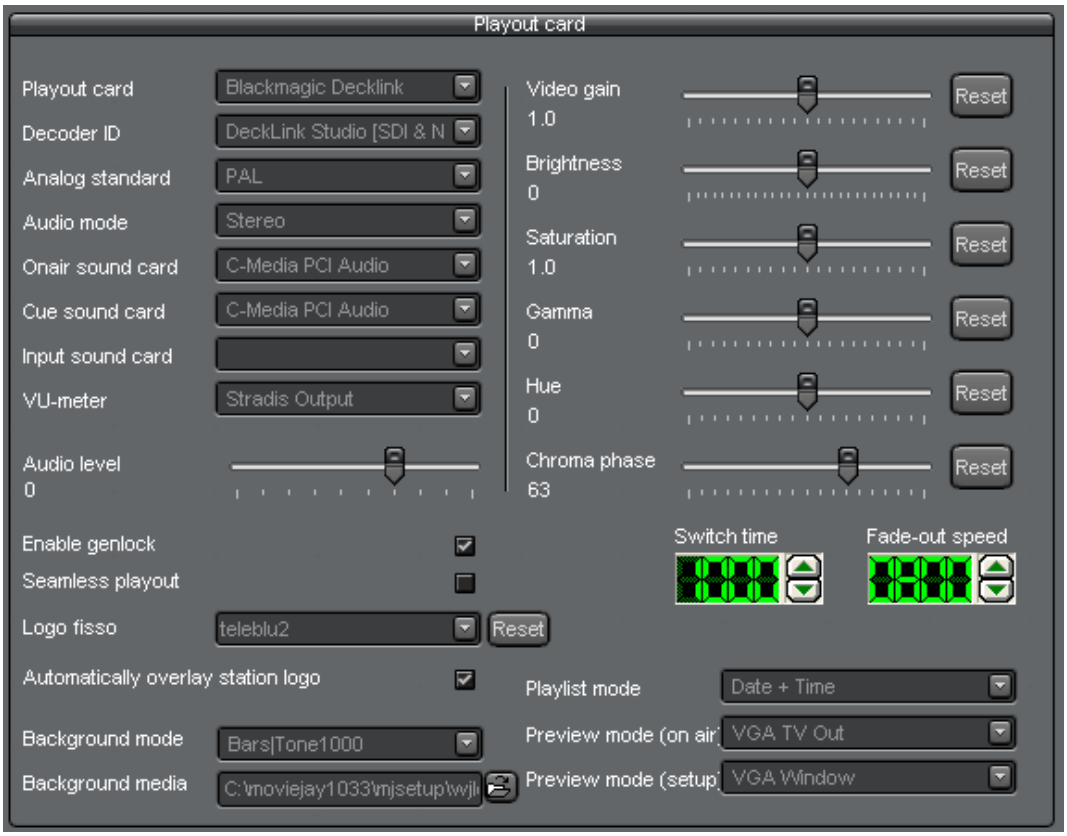
- **Indirizzo IP CG**

This box sets the IP address of the CG workstation.

- **Porta CG**

This box sets the CG workstation TCP/IP port, to which you will send commands.

Playout cards settings



- **Playout card box**

Allows to specify the playout card in use:

- VGA window: sets the multiformat seamless back-to-back playout (video output is only directed to the on-air preview window).

- VGA TV-OUT: sets the multiformat seamless back-to-back playout to generic Dual-Head VGA cards (video output is directed to the in-window VGA as well as in full-screen mode on the TV output).

- Stradis (STC mode) for Stradis cards, in compatible mode using the System Time Clock as time base. This is intended for use should your video clips clip contains erratic timecodes.

- Stradis (Timecode mode) for Stradis cards, using the clip built-in timecode for time reference.

- Stradis (DirectX mode) for Stradis cards, in DirectX mode. Does not require an MPEG2 index to be generated for each new clip, but currently does not allow titling features.

- XCard implements support of Sigma Designs RealMagic XCard via Microsoft DirectX (MPEG2 / DivX clips)

- Focus Enhancements Harmony 4ES: sets playout to the multichannel card Harmony 4ES (MPEG2 clips)

- Blackmagic Decklink: sets the multiformat seamless back-to.back playout to Decklink and Bluefish444 cards (video output is available at the same time on the card's output and in the preview windows located on the on-air windows).

- Vela Cineview Pro LT: sets playout to Vela Cineview Pro LT (hardware MPEG2)

- **Decoder ID**

For a multichannel playout, sets the card's ID for the current channel. When Stradis cards are used, from 1st to 4th card. With Harmony 4ES, from 1 to 16, for example: 1 = Harmony 4ES 1st card, 1st channel – 5 = Harmony 4ES 2nd card, 1st channel - 12 = Harmony 4ES 3rd card, 4th channel. With Blackmagic cards, in this box all the available cards and related video mode are directly listed (for example Decklink Pro SDI & NTSC/PAL).

- **Analog standard**

For Stradis cards only, allows to set the analog video standard (PAL, NTSC, etc.)

- **Audio mode box**

For Stradis cards only, allows to specify the audio output mode (stereo or mono).

- **On-air sound card**

Sets the soundcard for the on-air audio output (only useful for VGA TV-OUT mode). Click on the icon on the combo box and choose one of the available cards from the drop-down list.

- **Cue sound card**

Allows to select the soundcard for the preview audio output. Click on the icon on the combo box and choose one of the available cards from the drop-down list.

- **VU-meter mode**

For Stradis cards only, sets operating mode for audio VU-meters located on MoviejayVX on-air screen:

  - Disabled: the feature is disabled
  - Stradis output: VU-meters show the Stradis cards' audio output level
  - Sound card input: VU-meters show the soundcard Line in input level

- **Input audio card**

In case the "Sound card input" mode is set, selects the sound card to use for audio input.

- **Audio level box**

For Stradis and Blackmagic / Bluefish cards only, allows to set the audio output level.

- **Enable genlock**

For Stradis cards only, allows to enable the Stradis genlock feature.

- **Station logo**

Consente di selezionare dall'archivio dei loghi grafici un logo fisso da trasmettere in sovrimpressione su tutti i clip in onda (es. marchio di stazione). E' possibile abilitare manualmente la funzione premendo il pulsante "Station logo" nella clip palette del modulo on-air.

- **Automatically overlay station logo**

If checked, when MoviejayVX on-air module is started, the station logo overlay is automatically enabled ("Station logo" button in the clip palette is down).

- **Playlist mode**

Sets playlist scheduling mode:
- Date + Time: playlist are scheduled according to date and hour set.
- Day of Week + Time: playlists are scheduled acording to day of week and hour set.

- **Video Gain cursor**

For Stradis cards only, adjusts the video output level.

- **Brightness cursor**

For Stradis cards only, adjusts the video brightness.

- **Saturation cursor**

For Stradis cards only, adjusts the color saturation.

- **Gamma cursor**

For Stradis cards only, adjusts the gamma correction.

- **Hue cursor**

For Stradis cards only, adjusts hue.

- **Chroma phase cursor**

For Stradis cards only, adjusts chroma phase.

- **Background mode**

For TV-out, Blackmagic and Bluefish444 playout mode, sets the background to show when the multiformat playout engine is in stop status (no clips are playing). It is possible to set no background, transparent background, bars, bars+1000 Hz tone, black, blue or white background. If you select the "media file" option, you can choose a multimedia file as background (video clip or picture).

- **Background media**

Sets the multimedia file to show when the multiformat playout is in stop status, if the “media file” option is selected.

- **Fade-out speed**

For Stradis cards only, when a video clip comes to the fade-out or any intermediate marker, or when you manually play the next clip into the queue, MoviejayVX fades out audio and video according to the speed (milliseconds) set in this box: from 0 (net cut) to 5000 (5 seconds, very slow fade). Values between 700 and 1500 are appropriate for normal use.

- **Switch time**

Sets a value (in milliseconds) which is automatically added when computing starting time for events into the playlist (both in playlist schedule and on-air window), in order to take into account for black frames which add switching time between a clip and the next one. For Stradis cards, you need to experiment with values between 300 and 800 milliseconds, depending on your hardware speed.

- **Fade-out speed**

When a clip video reaches its fade-out or any break marker as set from the database, or when you manually fire the next item in the play queue, Moviejay is able to perform a fade-out of audio and video depending on the speed set here: from 0 (cut) to 5000 (5 seconds, very slow fade). Values between 700 and 1500 are appropriate for normal use.

- **Video Standard**

For the multiformat playout engine, sets the video output standard. All controls below are updated accordingly, but you can fine-tune individual settings as required (for example, interlacing or aspect-ratio).

- **Fcc Type**

Sets the video output colorspace.

- **Aspect ratio**

Sets the video output aspect ratio.

- **Interlace**

Sets the video output interlace mode.

- **Aspect ratio X**

Sets the video output aspect ratio (X axys).

- **Aspect ratio Y**

Sets the video output aspect ratio (Y axys).

- **Frame rate**

Sets the video output frame rate.

- **Video Width**

Sets the video output width.

- **Video Height**

Sets the video output height.

VTR section

MoviejayVX allows to drive basic features of video cassette players (seek to timecode, play and stop) on the serial port. Up to 4 decks can be controller and related events added to the playlist as external feeds, while allowing to set mark-in and mark-out timecodes.

- **VTR type**

Sets the protocol to use depending on VTR brand.

- **VTR COM Port**

Sets the RS232 port where VTR is connected.

- **Commercial scheduling**

Defines the kind of rotation to be used on commercial breaks.
- Integrated scheduler: the MoviejayVX integrated scheduler is used.
- Import from Spotjay: commercial scheduling is imported from Spotjay.
Import from Ram-Comm: Moviejay internal commercial scheduler is disabled, and scheduling is directly read from Ram-Comm export file. You should set the path to this file in the moviejay.ini as in the example that follows:
RamCommDB = "c:\pal-comm.mdb"
In any case, items with 10, 9 and 1 priorities in the breaks will be loaded anyway: this way, it is possible to keep items such as time announce, opening and closing jingles, etc.
Import from Spotline DOS: as above, however in this case the import file (or files, should commercial splitting feature is used) must be set in the commercial setup window, "split areas" section, in the "import file" box, for example:
c:\palin.dbf

Import from Etere 10 DOS: as above. Also here, the path to the import file must be set as above, for example: c:\et_p00.dbf
- Importa from Spotline Windows: commercial scheduling is imported from Spotline Windows (Microsoft SQL server database). You need to specify connection settings into moviejay.ini as in the following example:
HostNameSpotlineWin1=localhost
HostNameSpotlineWin2=
HostNameSpotlineWin3=
HostNameSpotlineWin4=
DataBaseSpotlineWin1=emigest
DataBaseSpotlineWin2=
DataBaseSpotlineWin3=
DataBaseSpotlineWin4=

If any of the scheduling import features is selected, you must add each commercial both in Moviejay and your management software. Then, you will do the planning directly from your external scheduler, and finally you will have to export the schedule file according to Moviejay import file path. It is important that the to make to coincide the denomination of the spot on Moviejay and on the external scheduler, so that Moviejay will be able to associate commercials in the export file with its own ones and create its schedule; for example, in the case of Etere 10 DOS, linking is done according to the COD_PROGRA field of the export file produced by Etere.

- **Startup Playlist**

Allows to select the playlist that will be automatically loaded when the on-air module is started. Should you wish to resume the playlist on the air before the shutdown, just select the “Latest playlist” item.

- **Commercial break preload time**

Since the commercial breaks needs to wait the end of the item currently on air, it is suggested to load commercial breaks in the play queue with some time in advance comparing to the scheduled start time. This way, a better approximation on the scheduled start time can be obtained.

- **Commercials wait time**

Allows to specify a time interval between the start of the blinking “SPOT” label and the time when the breaks are really loaded in the play queue. This way, if the software is used for live assist, operators are allowed to defer if needed loading of the commercial break in the play queue.

- **Spot Logo**

Allows to select from the logos database your favourite picture to overlay during commercial breaks (for example, the “advertising” logo which is compulsory in some countries).

- **Spot Logo mode**

- Disabled: the overlay is disabled
- First Spot: the logo is overlayed only on the first commercial in the break
- First and last spots: the logo is overlayed only on the first and last commercials in the break
- Each n spots: the logo is overlayed each n commercials (as set in the spot logo interval box)
- Each n spots and last one: the logo is overlayed each n commercials (as set in the spot logo interval box) plus the last one in the break
- n total times: the logo is overlayed n total times in the commercial break

- **Spot Logo interval**

Sets the “advertising” logo overlay interval to the specified value, for example 2 overlays the logo each 2 commercials.

- **Spot Logo duration**

Sets the “advertising” logo overlay duration to the specified value, for example the value “5” overlays the logo for 5 seconds from the beginning of the commercial.

- **Disable commercial breaks on**

If needed, check the corresponding boxes to disable the automatic loading of commercial breaks on one or more days of week. This way, you’ll be able to schedule commercial breaks manually into your playlists.

- **Auto Sequence settings**

Moviejay can automatically switch from manual to Auto Seq mode each time you hit the space bar or press one of the Play buttons. This feature can be selectively enabled for live assist (no playlist loaded) or automation mode (i.e. when a playlist is loaded).

- **Enable delay counter**

When a playlist is loaded on the on-air queue, and the on-air queue is stopped (because the Auto Seq mode has been disabled, for example), the Remain counter switches to red and starts counting forward to show the delay which accumulates comparing to your schedule.

- **Language**

Moviejay is multilinguage and any caption used in the software is read from a text file you can easily tailor to your needs, or copy-and-paste to create new languages. The software comes with English and Italian LNG language files. To edit your default language, just select your favourite one from the available languages in the drop-down box.

EPG settings:

- **Encoder type**

Sets the encoder type used for sending EPG informations

- **EPG COM Port**

Sets the RS232 port where the encoder is connected.

- **EPG COM port speed**

Sets the COM port speed used to communicate with the encoder.

- **Character table**

Sets the character table for EPG informations.

- **EPG language**

Sets the language to use for sending EPG informations, according to ISO 639.2 code.

- **EPG channel**

Sets the channel information to the EPG encoder.

Commercial delay section

Local TV stations that rebroadcast external feeds sometime wait for an input trigger to start a local commercial break which is waiting on the on-air queue. When the break is loaded in the queue, Moviejay may wait for the input triggering for a maximum delay time before firing the break, if the triggering is not received. To enable this feature, just check the “Enable delay” box and set your desired delay time. Otherwise, the break will remain queued until the external feed event expires.

- **Edit button**

Switches the database to edit mode to edit fields in the current window.

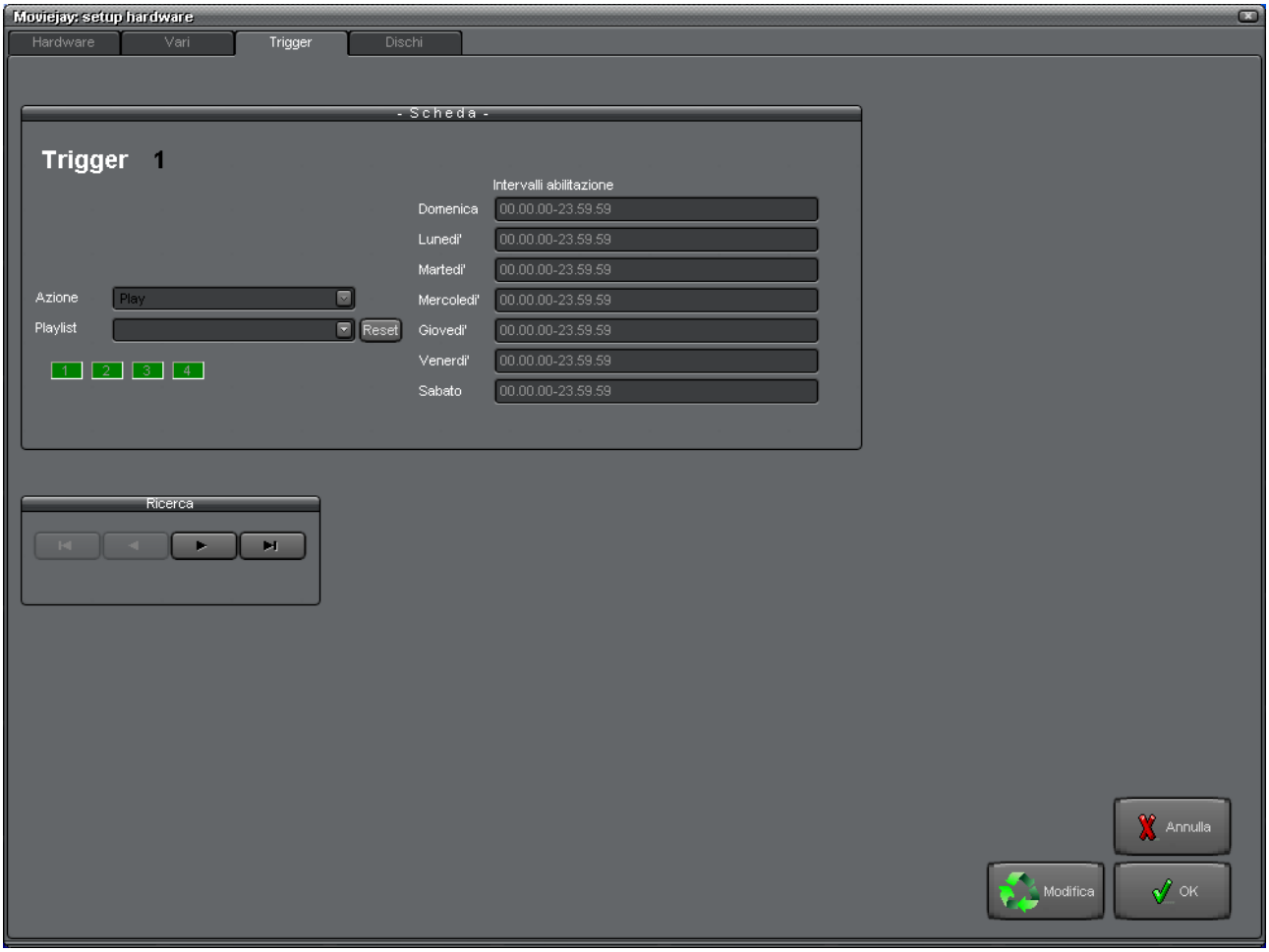
- **Cancel button**

Cancels pending updates to the setup.

- **OK button**

Confirms updates and closes the setup window.

Press the “trigger” tab on the top of the window to access the trigger setup window:



Triggers are contact or relay closures on the joystick port found on the majority of today’s sound cards. Thanks to triggers, you’ll be able to launch playlists or simply make the play queue advance like when you press a play button or hit the space bar.

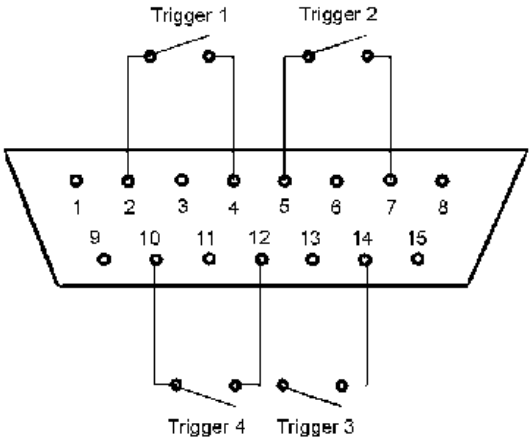
Since playlists can contain virtually any kind of event (including external feeds), you’ll be able to open or close external feeds by relay closure and so you may broadcast news or other stuff from satellite feeds in a totally automatic way.

The four green LEDs the lower-left of the screen will be lit when the corresponding trigger is closed; this will allow you to test your triggers setup on the joystick port.

Triggers from 1 to 4 correspond to a relay closure on the corresponding contact, triggers from 5 to 8 correspond to a relay opening on the same contacts: this turns useful when a relay closure, instead of signaling the start of the event, keeps closed for the whole event and reopens when the event is over.

To assign a playlist or a Play event to a trigger:

- Move to the desired trigger (from 1 to 4) with the navigation buttons
- Press the “Edit” button to enter edit mode
- Use the drop down menus to select the desired action and playlist to launch
- I you wish, set the time interval where you wish the trigger will be active
- Press the “OK” button to confirm.



For the trigger feature to work correctly, first of all you should connect to the joystick port using the diagram on the left (for the preliminary checks you may also wish to use an ordinary joystick). You also have to add some 100 K-Ohm restistors between pins 1-3, 1-6, 9-11, 9-13: otherwise Window will report the joystick as “not connected” and triggers won’t work. You should also jump together pin 12 with pin 4 (or 5).

In order to complete your setup, you should install joystick drivers:

- From Windows control panel, double click on the “joysticks” icon.
- For Windows2000/XP, click on “Add”, select “2 Joysticks 2-axys 2-buttons on the same port”, then click “OK”.
- In the “Joysticks” window you should now see the list of the ones you’ve just added. If they’re working fine, in the “Status” column you should see “OK”.

- **Edit button**

Switches the database to edit mode to edit fields in the current window.

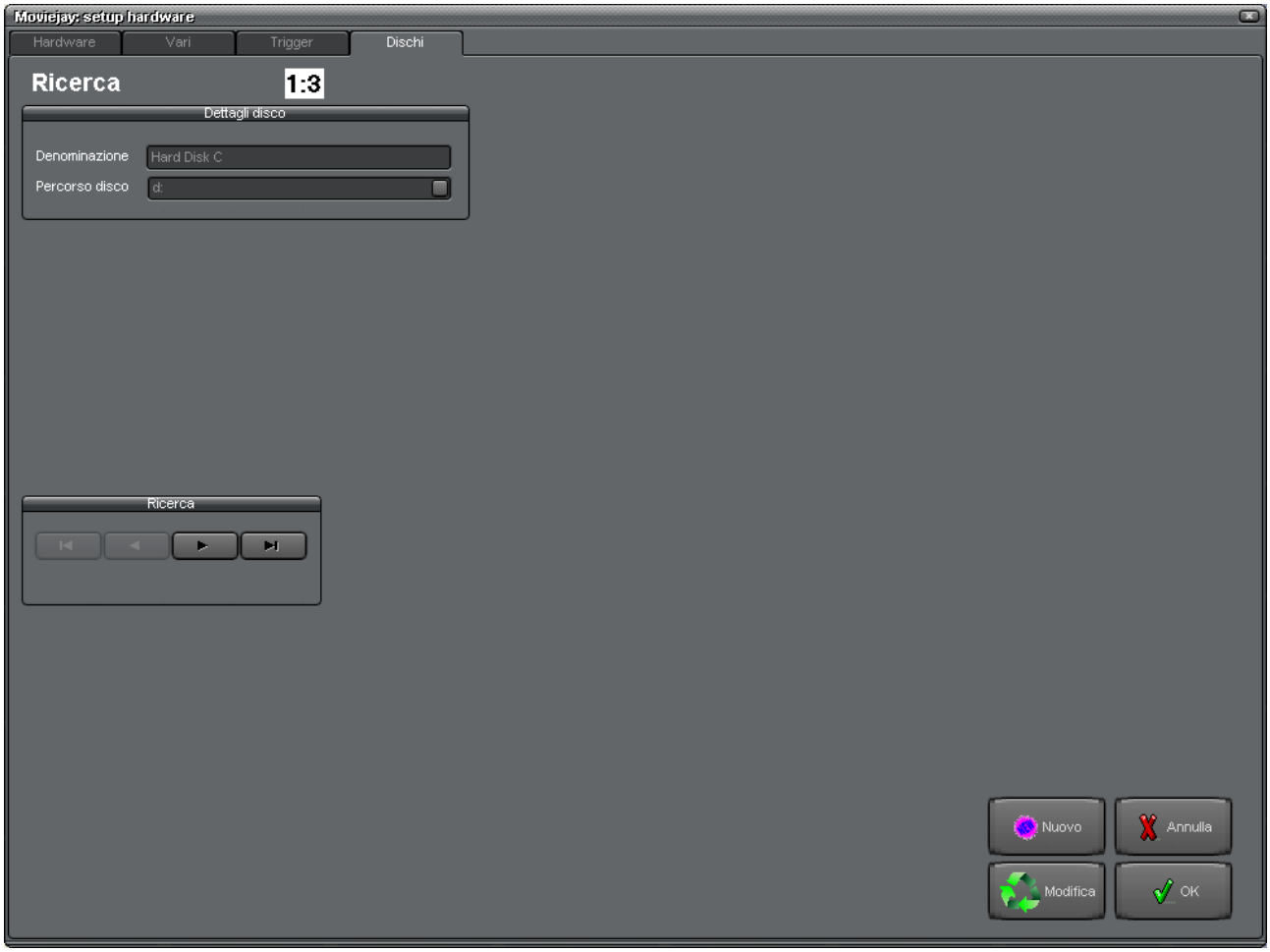
- **Cancel button**

Cancels pending updates to the hardware setup.

- **OK button**

Confirms updates and closes the hardware setup window.

Press the “disks” tab on the top of the window to access the disks setup window, which allows to specify local or networked disks where you will store your clips. This is a very powerful feature, since every video clip will not be statically linked to a disk path; instead, should you move files among disks or video server, you’ll just have to replace the disk path in this window.



Detailed description

- **Disk name edit box**

Contains a mnemonic name which you can assign to the disk for easier identification.

- **Disk path edit box**

Insert here the full path to the current (local or networked) disk. If your setup is made on stand alone server, hard disks are to be considered local ones (they physically reside on the same server where you run MoviejayVX): in this case their path is simply “C:” or “D:” (without quotes). If your system is a networked one, you may wish to share hard disks with video tracks, so you can access video tracks stored on the on air PC from any of the networked workstations. Enable network sharing of hard disks (see Windows XP user guide for further details) and fill the box with the hard disk network path, which will be now like \\<computer_name>\<disk_name> for example \\SERVER\DISK-C
Warning!!! Do NOT add any '\' to the end of the path!!!

- **Navigation buttons**

This group of 4 buttons allows to browse the database (sequentially move from record to record). From left to right, the first button moves to the first record in the database, the second button to the previous, the third button to the next, the last to the last record in the database.

- **New button**

Switches the database to insert mode to add a new disk.

- **Edit button**

Switches the database to edit mode, to edit fields for the current disk.

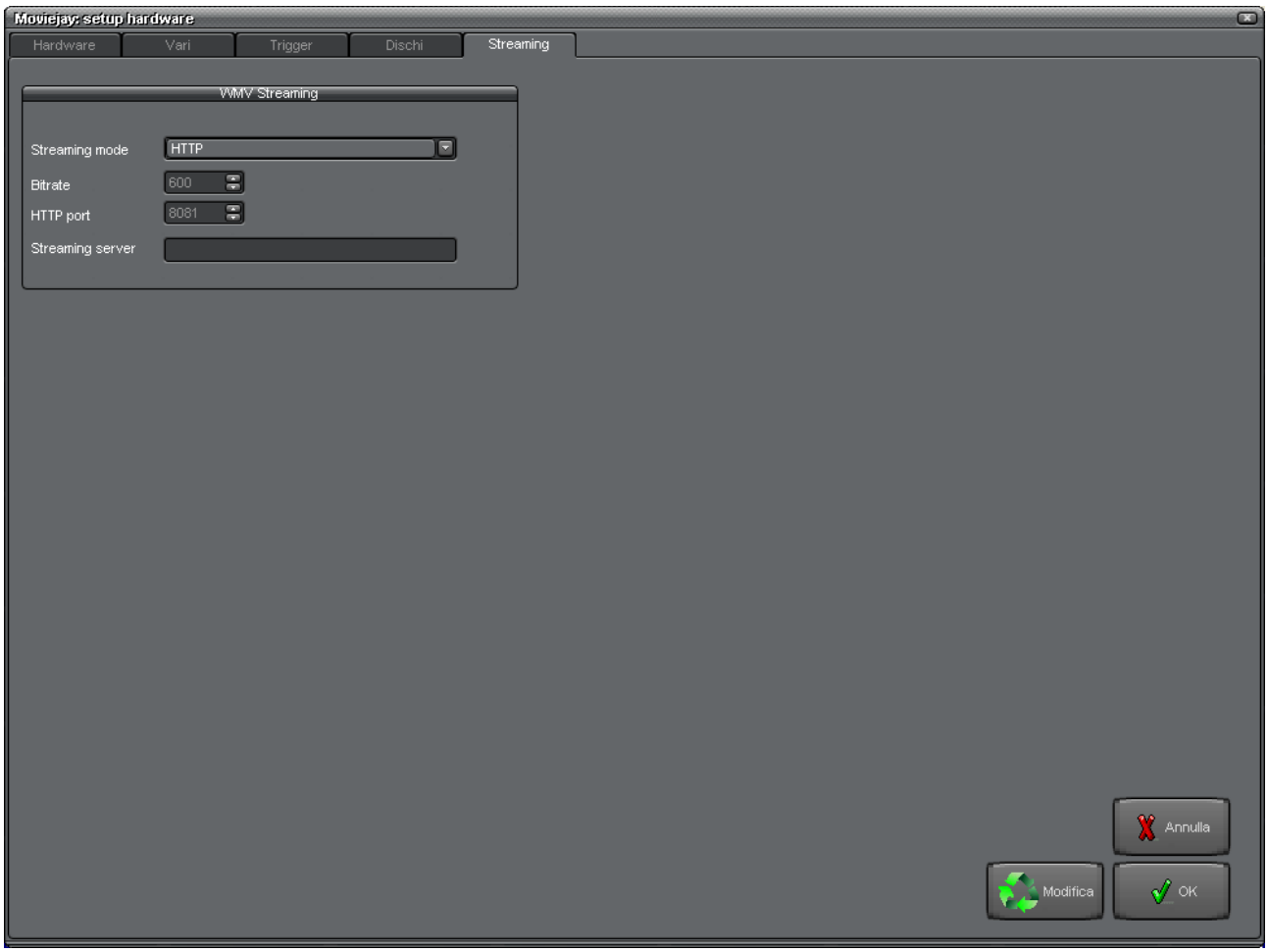
- **Cancel button**

Cancels pending updates to the disks setup.

- **OK button**

Confirms updates and closes the disks setup window.

Press the “streaming” tab on the top of the window to access the internet streaming setup window:



MoviejayVX multiformat playout engine allows realtime streaming to the Internet in Windows Media Video format at the same time as clips are playing into the queue and without requiring a dedicated streaming server.

Detailed description

- **Streaming mode**

Sets the streaming mode:

- Disabled: streaming is disabled (this way you save CPU power).
- HTTP: performs direct streaming to the Internet (it is possible to watch the stream with Windows Media Player, connecting to the playout server’s IP address.
- MMS/RTSP: performs streaming to a Windows Media Publishing point (that you need to specify into the related box).

- **Streaming server**

Sets the Windows Media Publishing Point address, to which the streaming will be sent.

- **Streaming profile**

Allows to select the streaming profile (.prx file) created by Windows Media Encoder. This file contains all the encoding settings.

- **Bitrate**

Sets the streaming bitrate. If a streaming profile is defined, the bitrate setting is ignored.

- **HTTP port**

Sets the HTTP port to be used in streaming mode.

- **Edit button**

Switches the database to edit mode, to edit streaming settings.

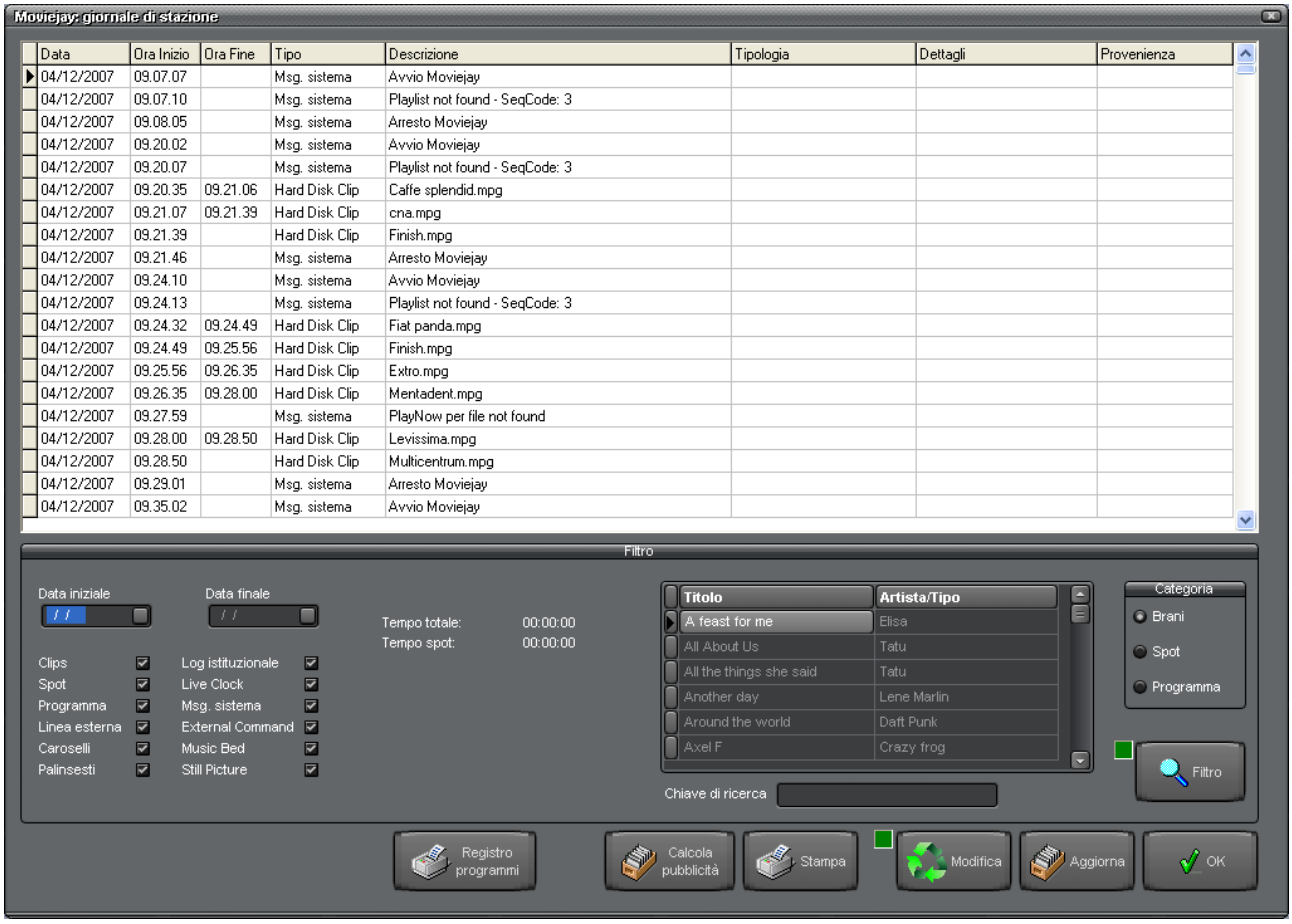
- **Cancel button**

Cancels pending updates to the streaming settings.

- **OK button**

Confirms updates and closes the streaming setup window.

The station log window



During program execution, all events (clips broadcasting, playlist loading and unloading, system messages, etc.) are logged and timestamped to monthly log files. Any time you need to have a look at MoviejayVX activity, you just have to open this window.

Detailed description

- **Filter feature**

Since every event is logged, the log itself soon becomes very wide! That's why it is often required to filter the database for a specific section according to user defined criteria: just use the comprehensive filter group box in the middle of the screen, just under the log grid:

- On the left you see a group of check boxes, each one corresponding to a well defined log item. They can filter out the corresponding kind of event if unchecked. For example, if you want to list just songs events, check the songs checkbox and uncheck all the others. Any combination of checked/unchecked boxes is allowed.

- "Start date" and "end date" check boxes: selecting dates, you can restrict the list to a well defined date interval. When you open the log window, the database containing the log for the current month is automatically recalled.

In the right area of the filter group box another group of tools allows you to filter the log for all occurrences of a specific song, jingle, or commercial. Just select the desired category (songs/jingles/commercials), locate and highlight the desired item in the corresponding database with the quick search feature, and press the "Filter" button to activate filter.

- **Report path**

The box contains the filename for the report schema used to generate the station log report. To load another schema, click on the button to open the standard dialog box.

- **Edit report**

Opens the report schema editing window for the report file currently loaded.

- **Commercials time**

When you push this button, MoviejayVX summarizes the total length of commercials inside the log; in case you have applied filters (for example start/end date, etc.), only the filtered section of log is processed.

- **Reports button**

Shows the log report print preview window. The printed report fully reflects browsing options (filtering, etc.): if you apply a filter, only items that satisfy your criteria will be printed. For example, you can print only occurrences of the selected commercial for your customer.

- **Edit button**

Switches the database to edit mode, to edit or add items (for example, you can add songs played from an external CD player to get a complete log).

- **Update button**

Updates the log grid with latest events following window opening.

- **OK button**

Closes the station log window.

System messages:
The station log will also report some system-generated messages. Here is a short list and explanation:

1. “Moviejay start" – shows date and time of program startup.
2. "Moviejay shutdown" – shows date and time of program shutdown.
3. “Shuffle flag reset: <clip filter details>” – a shuffle flag reset for the indicated selection criteria has occurred in the clips database.
4. “Warning! Empty selection: <selection details>“ – during playlist execution MoviejayVX has attemped to select a song from a filtered database, but your selection criteria (genre, nationality, min and max date) led to an empty selection. In this case, Moviejay will simply select a completely random song.
5. “Warning! File not found: <file details>” – during playlist execution MoviejayVX has attemped to load an item but the corresponding video file has not been found on disk and so the playlist has jumped to the next item.
6. “Warning! Disk not found: <disk details>” - during playlist execution Moviejay has attemped to load an item but the corresponding disk has not been found (for example because of network failure) and so the playlist has jumped to the next item. This is very unlikely, but may happen.
7. “Warning! Wrong clip length: <clip details >" –clip length loaded into the play queue is not the same as the value stored into the database (in such an event MoviejayVX automatically updates the fade-out marker, so the whole clip is played in any case).
8. “Warning! Invalid playlist” – you have attempted to load (manually or by schedule) an invalid playlist (empty or without any valid clip).
9. "Live Assist " – from the on-air module, you have manually removed playlists from the queue and switched into “live assist” mode.
10. Could not find a song/artist with desired stand-by: <selection details> " – while selecting a random song in a playlist, applying scheduled selection and stand-by criteria songs and artists have brought to an empty selection. Therefore, MoviejayVX has selected a song without taking into account the planned stand-by times. If this message appears often, it is recommended to reduce stand-by times and/or widen your selections criteria (genre, min-max vote and date, etc.).
11. Messages about playlist loading also indicate the loading mode: Replace = playlist loads in replace mode, Insert = playlist loads in insert mode, Manual = playlist has been loaded manually, Scheduled = playlist has been loaded from schedule, Triggered = playlist has been loaded by external trigger, Startup = playlist has been loaded at program startup.
12. "Ram-Comm – No table for the day " - Points out that while attempting to load a commercial break from Ram-Comm export file (if used), it has not been possible to find any table related to the current day.
13. "Ram-Comm – No match: <commercial code> " - Points out that while attempting to to load a commercial break according to Ram-Comm export file (if used), it has not been possibile to find any matching commercial in Moviejay database.
14. "Ram-Comm – No commercial for <time-minutes> " - Points out that while attempting to load a commercial break according to Ram-Comm export file, it has not been possible to find any matching commercial for the indicated break.

Notes on safety

We sure know how much important is the reliability of an automation system. Therefore, it's both your and our interest that the minor problems that may arise in the normal use will be solved in the better way and in the shortest possible time. To such purpose, it is of fundamental importance that users pay attention to some small details:

Periodically backup all your data (database and video tracks):
Moviejay database is located in c:\program files\moviejay\dbase - the database contains all the informations related to playlists, songs, jingles, scheduling, log, etc. Being subjected to thousands and thousands of transactions (and users' mistakes) during normal use, it is possible that after sometime files may be damaged with loss of data, or you may have simply deleted your songs database by accident.
The time needed to perform a backup is ridiculous if compared to the time you wold need to insert again all your data in the database: thus, periodically and/or when you've added/modified a good bunch of data:

- Close Moviejay and Moviejay Setup on all workstations.
- From the on-air workstation, backup the whole c:\program files\moviejay folder (preferably on another Hard Disk or on CD-ROM) and timestamp your backup. Please note that you'll find the same moviejay folder also on your Moviejay Setup LAN workstations, but data are only contained in the on-air server!

Likewise, we suggest to maintain an updated backup of your video tracks on a secondary Hard Disk or cheap DVD-RWs.
In such way, also in case of total breakdown of the on-air workstation (i.e. Hard Disk failure), restoring back your system into business is as simple as:

- Reinstall Windows
- Reinstall Moviejay
- Restore video files and Moviejay installation folder from your backup copies.

Have a secondary workstation ready to replace the main one:
The purpose is to have a secondary identical workstation ready to replace the main one in case of failure until the problem on the latter is fixed. In such way, it is enough to periodically effect the copies of the data from the main workstation to the backup one. In case of need, you'll just have to move the dongle (hardware key) and perform some basic changes to the setup to return on the air within a few minutes. Of course, it is also possible to use the production workstation for this purpose.

When a problem arises:

- Always take note of the error messages that appear in the dialog box at the center of the screen and/or in the place of your station logo.
- Try to remember the last performed tasks that may have have triggered the error. Is the error repeatable?
- Don't panic: once you've taken the above precautions and you can rely on a backup system, you have really nothing to fear.
- Remember, also the most meaningless details could be decisive to point out the problem.

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